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TRACK SUIT MANAGER, AMANDER, STAR WARS,
OPPIN MAD, SKATE GRAZI AND THE PRESIDENT IS MISSING

ATARI ST AND AMIGA

If your computer
could choose...



The word "elite" is written in a bold, italicized font. The letters are illuminated from within, showing a gradient from blue at the top to orange and red at the bottom, suggesting fire or energy. The word is centered on the page and is flanked by two horizontal bars, one on each side, which also appear to be glowing.

The Computer's Choice!



Atari ST £19.99

*Ikari Warriors
Atari ST £14.99

Amiga £24.99

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Wolfenstein 3D
BII Machines: Elie is profiled and Sat-Man rides...
The Empire Strike Back with a vengeance at...
this sci-fi ep game gets the thumbs up (p. 18) The President Has Gone...
Missing is a whodunnit... the first for ages (p. 20) Track Surf Manager...
looks even better than Foaly Miffover as a strategy game (p. 22)



Dark Forces II
First reviews and competition
Mindtrader looks beautiful in the box
But how does it play? The Fiend is back too...
...and the best Amiga game yet?
Mega Frame Up competition
Ward let rip with the hairspray



The disc, P&M tangines, end-tels or goodies to be won
Oblivion, Thundercats, and...
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► Best rides in the land - p. 100



► Night Raider - strategy, shoot 'em up, c

Don't miss...

I want you all to give a huge welcome to new writers of exceptional talent - Julian Rignall ex-Editor of Zzap! and Steve Jarrett ex-Editor of Crash. This month they give you their views on Virus, Barbarian II - the Dungeons of Drax and Chubby Gristle.

There is a not to be missed chance to save money on *Barby II* should you fancy a bit of hackin' n slashin', a pull-out-and-stick-on-you-wall Rocket Ranger cartoon strip, a guide to the best ride available in the UK's burgeoning theme parks, an Amiga to win, a hundred free novels to read by the pool at whichever exotic resort your jet off to and, most importantly of all, The Fiend has returned.



...and sim, all in one - p. 34

► Chequered Flag races into Arcade Action - p. 104



► Win an Amiga with the Star Wars II - p. 74

IMAGINE

ADVANCEMENT TH



Carved from
stone, RASTAN
heads his way through the horrors
unleashed upon his world—FIRE,
BREATHING LION, GIANT SNAKES,
SWARMING LIVING SKELETONS and the
LEGIONS OF THE DAMNED. Finally he
must slay the EVIL INCARNATION
KANG, who assumes the awesome
formations of a MULTI-HEADED
DRAGON, to regain what he rightfully
has at the expense of your coin!

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of the game

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chases. Fight your way through
THE VENGEANCE COMMUNITY, THE
MURKIES, THE BEATLES, THE
BONNEDERS, THE SWEATERS, THE
WEEZERS, THE DODGERS, THE
NEW YORKERS, THE COPS OF THE LOWER
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LEVELS OF PURE
ADDICTIVENESS. YOU
CAN'T GO WRONG!"
Chris.



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Ace Carrier

This is the 5th 1.0 version of Carrier Command 1 in Rainbird, coming late October 19th with Amstrad 1.3 floppy. A month after it will be a 1.4 version after that. This is a new production from V.B. Software and see the graphics are going to transfer to Amstrad, well £ 4.95 (Amstrad £15.95 + 3).



Twisting Circuits

Vroom - crazy title, crazy game - Is a new racing car sim from the French Lankhor people distributed in this country by Active, Out in September on the ST and Amiga (£19.95). It is a Formula One game along the lines of Electronic Arts' Ferrari game and similarly you can see the following cars in your rear-view mirrors



Sea Wolf

Ocean's biggest and best jet Christians will be Operation Wolf based on the successful Taito coin op. For the few that don't know it's all to do with rescuing hostages from some hostile nation, the gimmick being that you earn things from the point of view of the mercenary you play, fighting enemy troops, armoured cars and tanks as they rush towards you. Joined by Rambo 3 it will be out web before its time to fill those stockings at normal Ocean full prices



Gun-Club

Following on from the waterpolos we played with last week comes Gotcha!, an even wickedier form of home warfare. Remember Gonzo Zone where you all run about the woods shooting each other with paint pellet guns? Well Gotcha! is the version you can play among yet gnarly's rose bushes, with a wide range of guns to choose from that fire bright non-toxic, washable paint. Fast, furious, messy and you don't even need batteries!



Advanced Dungeons and Dragons

US Gold has a whole range of Advanced Dungeons and Dragons titles planned, bringing an entire line of role playing games to your computer. The first two are out in autumn, developed in the States by top FRP outfit SSI.

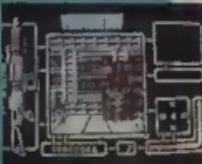
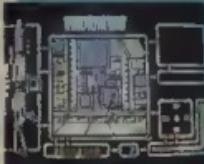
Pool of Radiance adds displays of monsters, dungeons and swinging weapons to the standard AD&D gameplay, and allows you to personalise the weapons and armour of your characters. This is followed by an arcade-style interpretation of Heroes of the Lance across all major systems in September. Followed by other O&D products.



Vindictive

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Oceanic



Walls have cars

or on my chain,

heading one at their new range of helmets is a Summer '88 on the whishes of a 12 year old "Jill 'n' Jim" girl. The result, the Tangie Tiaras, now made by the Shredder Company, come in four sizes, VQ (the very wide, twice a 60 waist), the 18 penny Cray Jax Cole (C + VG rating, case lined with white ice cream carton - \$19.95) and the warty, messy in New Village Peace (C + VG rating, case lined with orange juice carton - \$19.95). The Cole has the Orange Caramel wafer, and the "shell" Snellcraft, with great leaps of strawberry and cream frozen on a stick.



AMSTRAD TOP 10

1	Togi Beer - Alternative
2	Braveheart - Code Masters
3	West Coast Customs - Blue Ribbon
4	ECE - Cascade
5	Robot Machine Strikeforce - Code Masters
6	Monstersphere - Miers
7	Steve Brule's Boxing - Ensign
8	Star Pilot 2 - MIRAK
9	Prince Scavenger Warleader - Shiroba
10	We Are the Champions - Ocean

Software Awards
Extra info about the software can be found on pages 10-11.
See inside for further details.

DSI TOP 10

1	ACE - Cascade
2	Never Say Goodbye - Blue Ribbon
3	Great Ventures - Mastertronic
4	Alexander - ACE
5	Third Gear - Amstradsoft
6	#381001 - Outclustering
7	Island Warriors - EMA
8	Tango Rodriguez - Imagine
9	Bronco - Zzap64
10	Tad Beck - Amstradsoft

Software Awards
Extra info about the software can be found on pages 10-11.
See inside for further details.

BBC/ST ROM TOP 10

1	Target Reversal - Imagine
2	ACE - Cascade
3	Togi Beer - Shiroba
4	Rhombulator - Mastertronic
5	Robot Machine Strikeforce - Code Masters
6	Steve Brule's Boxing - Ensign
7	Steve Brule's Boxing - Blue Ribbon
8	Reactor Boy - Alternative
9	Dirt Ruts - SuperSoft
10	Super Shootout - Codemasters

Software Awards
Extra info about the software can be found on pages 10-11.
See inside for further details.

Move over BROTHERS!!! Make way for ...



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Where
one famous
double act stopped short,
another begins. Headbutts and
demons, platforms and pits - all
delivered with a glamour and style
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tricks and tantalising terrors
of a couple of wild
cats.

"This is
one of the most
addictive arcade adventures
I have ever played, the gameplay is
fabulous."

Zzap Gold Medal.

"Having been totally addicted to the
original Super Mario Bros., it is no
mean feat to say that I found
the Giana Sisters as
compulsive."

C + VG.

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Amiga - £24.99d

**Rainbow
Arts**

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ax

Joyriders

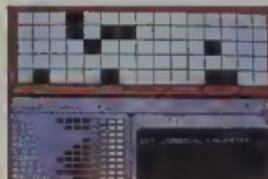
Stick it to them with these

two new variations on the Cruiser theme, black and slate variants of their adjustable joystick. Black and blue come with the Taylor things to your style of play, and dual lead for the +2 (£19.99), while the cool clear one also enjoys auto-fil (available late August at £12.99).



Debut Decends

Desert, a new Amstrad ST game from Interceptor's Pandion label, may look pretty dull, but if the idea of stabilising a planet poisoned by human-generated pollution sounds like your cup of tea, then it's certainly not. Wars will see us have further damaged the environment, so you'll need to collect the energy weather, regulate the pollution and regulate the food chain in this ecologically sound adventure. After all, we don't want everyone to die out, now do we? At only £19.95, it has to be one of the cheaper ways to play God.



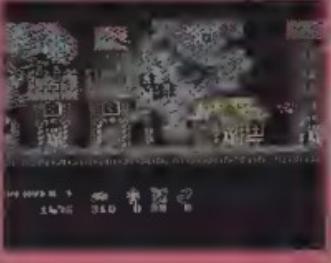
Diamond Life

No screen shot here, because the most interesting thing about *Diamond Life* is that it comes with a free cassette tape by the same band, The Company She Wants. Out on the Spectrum (£7.99) and C64 (£9.99/£12.99), it isn't the only game to feature this gimmick; *II Pack II - Boot Camp Iron Hammer's Cascade* comes with a 12" single of Paul Hardcastle and N'Namakelaar!



Fortune Hunter

Firedrill's Soldier of Fortune, out in September on C64 and Spectrum, is not the modern day missionary epic it sounds like, but rather a game about a soldier who is paid to kill someone else's people to buy better weapons from the weapons shop. Ghastly, but not quite as vicious as the villain, and your character shares pretty close relations with the elements: earth, fire, wind and water affecting his "performance". Spacey £7.99. Commodore cassette £8.99/disk £12.99. Elemental, my dear Watson.



1	Target Renegade - Spectrum
2	ACD - Spectrum
3	Vegi Beer - Spectrum
4	Ribblasters - Spectrum
5	ACB - C64
6	Hull Machine Destroyer - Spectrum
7	Frank Broad's Rating - Spectrum
8	Mayo Davis Showbiz - Spectrum
9	Bonfire Bass - Spectrum
10	Out Run - Amiga
11	Vegi Beer - Amstrad
12	Super Shootout - Spectrum
13	Super Shootout - Amstrad
14	Shanghai Karate - Spectrum
15	Interceptor - Amiga
16	Sam Fox Spin Polar - Spectrum
17	Space Invader Invader - C64
18	Space Devil Invader - Amstrad
19	Contra Commando - ST
20	Papaya - Spectrum

1	Desert Commando - Amstrad
2	Out Run - Sega/US Gold
3	Dungeon Master - Amstrad
4	Buggy Bay - C64
5	Captain Blood - Infogrames
6	Graffiti - US Gold
7	Foundation's Wrath - Commodore
8	Want Wonders - EBM
9	Crashcourse - Peppermint
10	Pandora - Franklin

1	Uncharter - Electronic Arts
2	Outlawer - Infogrames
3	Kart Formula One - Electronic Arts
4	Search - Multimedia Choices
5	Par Man - Diversus

For more details on the above games, contact the publishers or visit the www.amstrad.com website.

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ax

Bry Brooks back

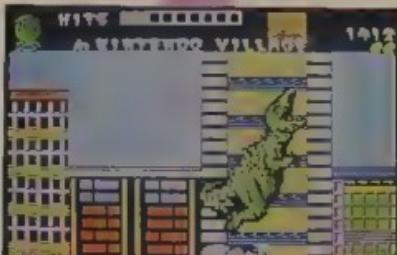
in distribution a new game

for Spacey and C64 owners
is Typhoon from September. You're a submarine
off Roaring 40s, heading for the sunken ship. You
must blow up the surface. Stutter ball gives you trouble, and there are
three tough and hostile versions of Wermans. No gun - no scrapping, just a lot
of strategy and coordination needed to find your way through the hidden paths
towards top left of the grid. Commodore retains at £9.99, with Spectrum
£ 9.95.



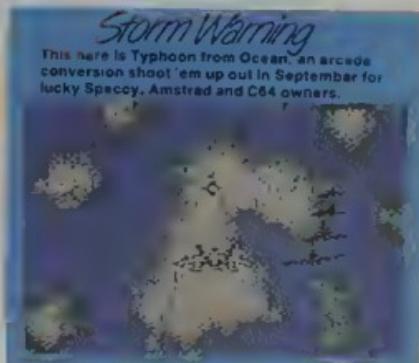
Martian Constables

Does the world need another shoot 'em up? If you decide that it does, and you have an ST or Amiga, then Arcana's new space police blaster **Mars Cop** could be for you. A simple saving of the day from alien invasion thing storms through 25 levels in part one, and loads more later on. You get to fly your Hawk ship against the bad guys, coping with the old 'equal and opposite reactions' rule flight-sim style, in late August.



FleshEaters

Anything with lots of gore, gore and when you've got a
game and move it to 2010, it's been done before... Japan.
Well, I'm not going to do that. I'm going to do lots of real important
things like make a game for the Amiga. It's a Japanese game, so you will see it on the Amiga.
The Amiga has got lots of real important things to do.



Storm Warning

This here is Typhoon from Ocean, an arcade conversion shoot 'em up in September for lucky Spacey, Amstrad and C64 owners.

Time Flies....

Or does it?
Does it? Does it?
I've got one of
these dynamic
Batmen clocks. And
things go with a bang
when you turn the
alarmists broom clock. The
super crusader isn't the only
famous character you can
hang to your wall, and you
don't have to be
a superhero to do so.
Superman, Top Cat and
The Flintstones are also
available at just under £10 from
Ditz and Schmuck! I C. Rydon
among others. But for those
of you who like time on your
hands, for gratis simply
send us a postcard with
the name of Bruce Wayne/Batman's baton on
it, and we'll send you off
with one of these
chronological
masterpieces.



curly Whirly
These are
Proprietary

These are
preproduction
translates of
Firbird's Whirligig,
a space shoot 'em
up for ST and Amiga
(£19.95).

"Whirligig's" are apparently a sort of stargate that you have to fly through in order to tell the people of the past not to embark on the course that eventually was to put you and your kind into slavery (or something).



We're promised a nice 3D light effect, and 8 bit versions to follow.



English
X Men

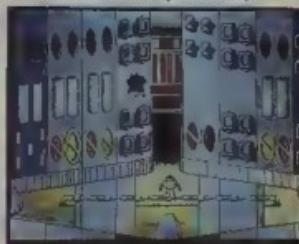
Despite all the talk of a British Renaissance in comics, you KNOW it must be true when it hits漫畫界 Marvel! *Excalibur*, a brand new X-men comic brings the surviving members of America's favourite super team to the UK, and teams up with our own Captain Britain in a series of rockin' adventures! There are more than 50% more average comic books in the UK than in the US, and Marvel UK are for the first time marketing their own colour comic in the States - a sub-200 AD thing called *Carnage*! Watch which takes 5 influences from Roterberg and Harlan Haraos.

British creators have been big news for years - it's nice to see comics get here for a change.



Dizzy Droids

Those crazy French boys have
been at it again, with a weird
looking cartoon-style arcade
game called G'NIUS, out in
September. Wacky robots push
each other about and knock down
walls in that inimitable gallic
style, available in September
from Lankhor/Activia (£19.95).



FaxBox



Paper No. 70-2 Rev 2/20 success





Back with a Vengeance!

Commodore screens shown.

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Born in a time of peace, lived in the time of war;
the shadow warrior returns. Leaping the abyss at
time he comes to fulfill his destiny!
DATELINE: 1988 Manhattan **THE TIME:** Now
THE QUEST: to destroy the eternal evil... **KUNITOKI**

► MACHINES: SPECTRUM/
C64/AMSTRAD/BBC/ATARI
ST/AMIGA.
► SUPPLIER: DOMARK.
► PRICE: £9.95 SPEC/AMS
C64/BBC/CASS £12.95
C64/BBC DISK £14.95 SPEC
+ 3/AM DISK, £19.95 ATARI
ST/AMIGA.

► VERSION TESTED: SPECTRUM.
► REVIEWER: JULIAN RIGNALL.

Empire Strikes Back, George Lucas' brilliant sequel to *Star Wars*, was released to a delighted public in 1980; its Oscar-winning special effects helping it to become one of the top-grossing films in cinema history.

The story continues directly from where *Star Wars* left off.

After their successful assault on the giant Death Star battlestation, the Rebel Alliance has gone into hiding on the ice planet Hoth. However, they're forced to scatter when the evil Empire discovers their location and sends forth a large attack fleet.

Following a series of adventures, the characters reassemble on the cloud world of Bespin, where disaster strikes! To tell you more would ruin the ending if there's anyone out there who hasn't seen the film.

The film features some incredible action sequences ideally suited to a video

game. So, in similar fashion to *Star Wars*, Lucasfilm's Games Group joined forces with Atari to produce a vector graphic arcade game-of-the-film.

It appeared in late 1983 in the guise of a conversion kit for *Star Wars* arcade coin-ops. Because of this it never appeared in any great numbers – unless an arcade had an on-site electronics engineer handy, the operator had to send the machine back to the manufacturers for upgrading – but that hasn't stopped Domark from buying the rights and converting

Once a level is selected, the game begins proper with the player at the controls of a Snowspeeder skimming low over the planet Hoth in search of the Empire's Probots. These scout droids have landed on the planet in search of the Rebel base, and are destroyed with one blast from the Snowspeeder's laser.

Care has to be taken not to run into their defensive laser bursts, which deplete one of the speeder's five shields on contact.

The second

level puts the player against the Empire's surface invasion force. Giant four-legged AT-ATs and smaller bipedal AT-STs are heading towards the Rebel base and must be stopped at all costs. Both types of machine can be destroyed by shooting their tiny cockpit windows, and AT-ATs can also be brought down by firing one of the Snowspeeder's limited supply of low cables at their legs.

Daring players can also go for a special trick flying bonus by flying through the legs of an AT-AT, although the move is a tricky one and runs the risk of losing a shield through collision with the metal beams.

When the invasion fleet is repelled, the Snowspeeder



▲ A Probe approaches.

If it home computer larmats

It's a brilliant arcade game, with four action sequences and what seems like half the film's dialogue digitised into memory. The Spectrum version lacks the speech, but it is an otherwise faithful copy of the original, and boasts nearly all the gameplay features.

All first the player chooses either an easy, medium or hard game, which starts the action on the first, third or fifth wave respectively. If either of the latter two are selected, a special advanced player bonus is awarded when the first four attack waves are completed.

RIKES BACK

lands at the rebel base and the scene shifts to outer space, where the player flies the Millennium Falcon against rebel TIE-fighters. This level is very similar to the first in Star Wars, only this time the Executor, Darth Vader's huge starcruiser, looms menacingly in the background instead of the Death Star battleship. TIE-fighters zoom in from all angles.

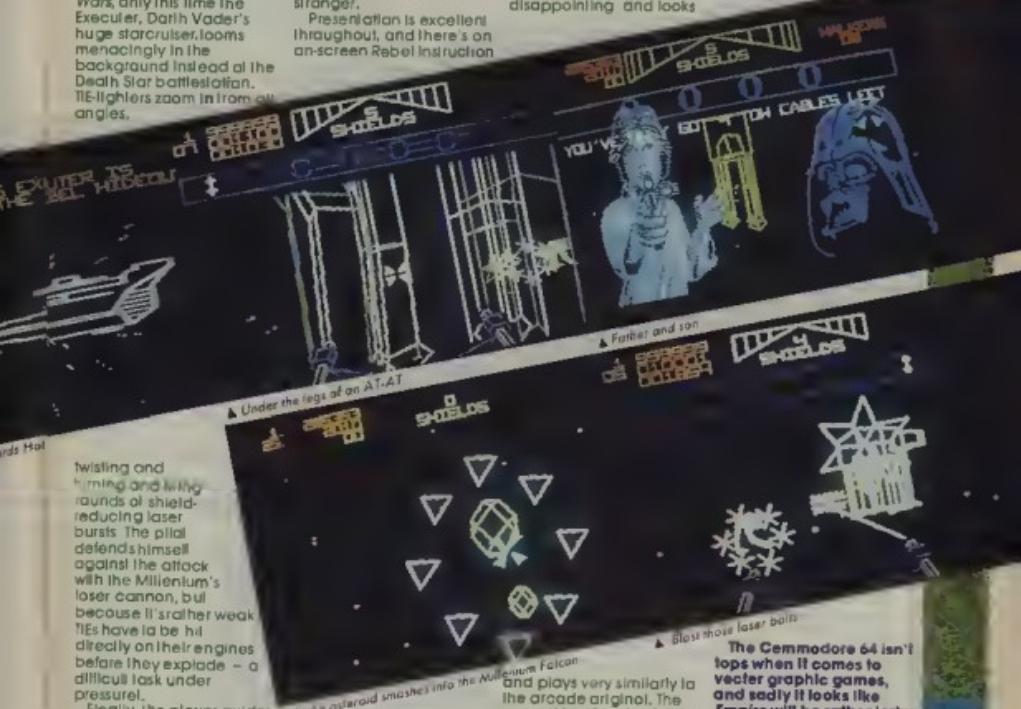
The rocks as they whizz by. When that level is completed, a bonus is awarded and the player returns to the first level again, only this time the enemy forces are far stranger.

Presentation is excellent throughout, and there's on-screen Rebel Instruction

and the Las Vegas arcade (in London) and have been looking forward to the conversion since Domark announced it more than a year ago. The Spectrum version isn't all disappointing and looks

UPDATE ...

Good news for Amstrad owners — the conversion for your machine is looking very good indeed, and Domark reckon that it'll match the Spectrum version for speed and gameplay.



twisting and turning and firing rounds of shield-reducing laser bursts. The pilot defends himself against the attack with the Millennium's laser cannon, but because it's rather weak, TIEs have to hit directly on their engines before they explode — a difficult task under pressure.

Finally, the player guides the Falcon through an asteroid field to safety. The craft has no means of defending itself from the myriad of spinning rocks, so it's up to the pilot to skillfully fly the spacecraft through the densely-packed field without hitting an asteroid. This is definitely the hardest of all the levels and requires some very nifty joystick welding to avoid

maneuvers which can be accessed before play to display all enemy craft. Programmers have also included the JEDI bonus, in each we have a bonus and a letter — either J, E, D or I — is awarded for shooting down a given number of targets.

I must confess to being a great fan of the arcade game (the only two I ever found were in Blackpool)

and plays very similarly to the arcade original. The second level is absolutely superb, and depth is incredible. The only thing that lets it down is its occasionally slow screen update, but other than that the game is excellent and well worth looking up.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY
- OVERALL

The Commodore 64 isn't tops when it comes to vector graphic games, and sadly it looks like Empire will be rather jerky and sluggish — so take a good look before parting with your dosh, OK?

The 16-bit versions are looking and sounding extremely promising; not only do the Atari ST and Amiga conversions boast super-smooth vectors that are identical to the arcade machine, they also include large chunks of speech digitised directly from the coin-op original.

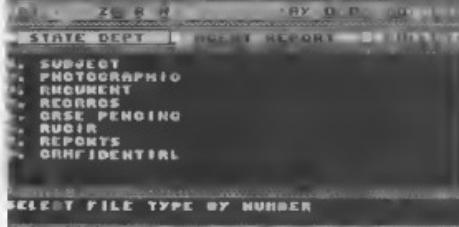
Reviews

THE PRESIDENT IS MISSING

> MACHINE: COMMODORE 64 & DISK.
> SUPPLIER: COSMI.
> PRICE: £12.95.
> REVIEWER: KEITH CAMPBELL.

In a daring helicopter raid on a summit meeting in Lichtenstein, the

FROM THE VICE PRESIDENT RHO UNDER THE
DRMISSION OF A SPECIAL INDEPENDENT
INVESTIGATION INTO THE ABDUCTION OF
THE PRESIDENT AND THE OTHER LEADERS
OF STATE.



SELECT FILE TYPE BY NUMBER

▲ The President is missing... but where do you begin? President of the USA, along with most of the Presidents and Prime Ministers of the EEC, are abducted.

Before long, a recorded message from the President is received. Having refused to record a prepared statement, he has been allowed to send his own message. It becomes clear that all the hostages are separated, and none of them have had any contact with the others, nor knows of their whereabouts.

A number of impossible demands are received from the kidnappers. Destruction of the state of Israel, re-establishment of Palestine, nationalisation of Islamic oil, an end to Russian occupation of Arab territories, sovereignty of the Persian Gulf, and unification of all Arab lands are among the list of 9 conditions for the release of the top

This is where you come in. You have been appointed Special Investigator to the Commission on Abduction and Terrorism. To carry out your duties, you have been given access to all security files and databases. In order to expedite the recovery of the President and his fellow victims, and to bring those responsible to justice,

The action takes place on a simulated computer system.

Information is accessed by entering the command FILES, which displays a menu of 8 file-types available.

SUBJECTS gives a selection list of all the characters in the game, each of which may be called up, to display a photo and biographical data. DOCUMENTS holds the text of official papers.



▲ Guarded by terrorists, the President delivers a message.



Not enough troops are engaged.

▲ Oh dear.

CONFIDENTIAL offers two files, each requiring an access code, so unless you discover any on your way through, you may have to hack them without authorisation!

PHOTOGRAPHIC files consist of full-screen photos, with

accompanying text. A facility is provided to magnify these into an almost meaningless set of pixels, where, by using the joystick, the area of the picture can be scanned for any useful detail hidden in the basic picture.

RESIDENT MISSING

three other main commands. AGENT opens a channel for you to give up to eight agents under your control an assignment. CODES accesses a computerized decoding facility, offering Morse, Enigma, and Transpositions, and COMMS allows you to direct the authorities to detain a suspect or secure premises.

The two double-sided disks are accompanied in the package by an instruction manual and an

producers must know what is meant by that term, these days?) is let down only by a few minor points of user unfriendliness. For example, there are three boxes permanently on screen, marked STATE DEPARTMENT, AGENT REPORT, and BULLETIN. When the Agent Report box starts flashing, you can go into the REPORTS sub-option of FILES and get the feedback from the agents to whom you have given assignments. But you are asked for a file number.



▲ The assault on the terrorist strongholds



The computer database stores details on all the game's characters.

audio cassette. The cassette is very realistically produced, and consists of archived tapes relating to the case. These include a tape sent from the President whilst detained. An option under FILES classifies the recordings, and enables individual tracks to be found more easily. As you sift through the mass of information at your disposal and start getting reports back from your agents, you may well need to go back to some of the recordings, to refresh your memory, or perhaps to listen more carefully.

All the time you are playing events are on the move worldwide, and the pressure is on you to succeed before the world moves into political chaos.

The game, described as an 'Interactive Graphics Adventure Simulation' (ADVENTURE is misleading, and surely software

and there seems to be no way of knowing it. When the BULLETIN light started flashing, I just did not know what to do, and could find no mention of the feature in the Instructions, either.

Despite these few difficulties, this is an extremely large and impressive program, well thought out and thoroughly researched, offering many hours of intrigue and investigation.

► GRAPHICS	7
► SOUND	6
► VALUE	7
► PLAYABILITY	7
► OVERALL	7

UPDATE

C64 versions one
available on disk only. PC
and 16-bit versions will
follow but no Spectrum or
Amstrad versions are on
the cards.



▲ When negotiation fails, call in the infantry!

FILES also gives the player the option of entering his own case files — reports of his progress. To do this requires a spare disk, and thoughtfully a FORMAT option is offered at this stage.

However, since the program disk 1 is not write

protected, care must be taken to ensure that it really is the spare disk in the drive, before using the CASE option. Since the CASE files are entered in free format English, as far as I could see they act only as a scratch pad.

As well as FILES, there are

Competition

BETTER READ THAN DEAD

Red Storm Rising is the latest blockbuster from Microprose —借ing as its inspiration the best selling novel of the same name.

In this amazing CAYG deal we are offering one hundred lucky readers a chance to win a signed copy of the chilling novel.

In Red Storm Rising you are in charge of the tactical operations of an American nuclear attack submarine in World War III.

The Warsaw Pact countries are mounting a huge offensive against Western Europe. The USSR is disrupting the shipping bringing men and supplies across the Atlantic Ocean from America. As the Command officer of the sleek Class 560 nuclear submarine you must seek out and destroy the Soviet submarines as they leave their bases near the Arctic Circle.

The game was coded by Microprose's top man — Sid

Molar — of Silent Service and Solo Flight fame.

In typical gungho Microprose fashion Sid Molar describes the similarity with Silent Service as doing "like the difference between the P-51 Mustang in World War II and today's F-15," only a Microprose simulation expert could come up with a quip like that but he does have a point about the sophistication of the padgery at your fingertips as you 'drive' the 688.

Most important of these gadgets is the sonar that is so sensitive it can pick up the sound of submarine propellers at great distances, there are also computerised databases that list the speed and weapons of enemy subs, and 'intelligent' torpedoes that can home in on their targets.

P	F	A	L	Y	I	S	T	R	G	W	A
O	I	I	A	R	T	I	T	I	U	I	C
L	G	R	B	E	E	L	A	E	T	N	L
I	H	B	A	L	S	E	P	A	T	S	D
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B	R	N	B	U	M	S	A	H	A	P	L
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S	O	L	O	F	L	I	G	H	T	B	U
F	A	R	O	U	T	C	R	A	N	G	R
W	Y	H	A	S	T	E	A	L	Y	R	U



"The fall of NATO could mean the defeat of America."

Reading Tom Clancy's novel will not make you an ace at the game but it is a good read in its own right and if you do buy the game the insights it gives you will be most helpful.

Red Storm Rising will be launched on the Commodore 64 cassette at £14.95 and £19.95 disk on August 11th, Amiga, ST, and PC versions will follow shortly at £19.95.

For your chance to win a signed copy of Tom Clancy's Hunt For Red October all you have to do is spell the names of Microprose games hidden in the word square. The name of the company and of their larger than life, all-powerful CEO, are also hidden in the puzzle. Cut out the box, complete the name and address panel, and send to Red Storm Games, CAYG, Priory Court, 50-32 Springfield Lane, London EC1R 3AU.

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Amiga Version



C64 Version



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WARS



Programmed by

WIZARD OF OZ

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STAR

THE EMPIRE STRIKES BACK

WARS





DREAM

► MACHINES: CBM 64, SPECTRUM, AMSTRAD, IBM PC.
 ► SUPPLIER: US GOLD.
 ► PRICES: CBM £64 £9.99 CASS £11.99 DISK, SPECTRUM £8.99 CASS, AMSTRAD £9.99 CASS £14.99 DISK.
 ► VERSION TESTED: CBM 64 DISK.
 ► REVIEWER: GARY WHITTA.

Here's a surprise! After a seemingly endless stream of arcade conversions, US Gold have come up with a game with absolutely no coin-op connections at all. *Dream Warrior* has a really strange and complicated scenario, so turn on your brain and read on.

The time is the future (Gosh!) and in an attempt to put an end to messy physical wars with lots of blood and intestines all over the place, the FOCUS Federation (Boo Hiss) have developed a system whereby they can plant Demons into people's dreams to kill them while they sleep.

To prevent this Nocturnal

neuroromaninaning, a team of scientists called collectively ASMEN found a way to combat the evil Dream Demon. Unfortunately, FOCUS sussed out their plans and planted Demons in their dreams to kill them, and the only way to save them is for you, the Dream Warrior, to enter the heads of the scientists and flush out the Demons.

The game is basically a sort of quasi-sideways shoot-em-up with strategy elements built in. The scientist head interiors are depicted as a long horizontally scrolling playing area that takes up about 25 screens. You, as the Dream Warrior (clad stylishly in green motorbike leathers) run around the dream blowing away dream demons with your laser rifle. The nasties come in various colours and shapes and fly past you at speed hoping to collide with you and knock your energy level down a bit.

Every time you kill a nasty he leaves behind a little coloured globe that can be picked up, the item you gain when doing so being dependent on what colour the globe is. Red globules, for example,

The big master thingy is green, for those of you with black and white



► MACHINE: AMIGA.
 ► SUPPLIER: MICRODEAL.
 ► PRICE: £14.95.
 ► REVIEWER: CHRIS JENKINS.

Who-ho-ho! This looks pretty familiar! Like many a piece of European software, *Giganoid* is immaculately programmed and very polished, but relies on ripping off established ideas rather than coming up with anything original. In this case, the subject is Arkanoid, the brick-bashing Breakout variant.

Giganoid features fifty screens of pretty background patterns and complex constructions of bricks. As usual, there are several different types of bricks: normal ones, indestructible ones, ones

which need to be hit twice, and those which drop spinning canisters when hit. Along the bottom of the screen moves your bat, under mouse, keyboard or joystick control. Just keep the ball bouncing off the bricks, and pick up the canisters for bonus features, such as an extended bat, sticky bat, multiple bats, lasers, extra life and instant exit.

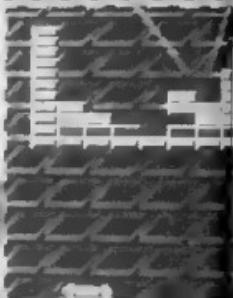
The brick patterns, including floppy disks, computers and geometrical shapes, aren't particularly challenging, though there's the odd tricky one where you have to flip the ball along the top of the formation to get around the Indestructible bricks. However, after the

first half-a-dozen levels you come to the Demons. Selecting the number of rounds, 1-4 you're faced with four sinister heads, one of which spits out a ball without warning. You get to slip as many levels as you can parry balls.

Further on you'll encounter the Gatekeepers and the Grandmaster, demons

GIGA

Giganoid sounds like Arkanoid, isn't it?



WARRIOR

all) via the dream hoppers, and blue globules are used to slowly put together a picture of the scientist whose head you occupy if you succeed in managing to complete all three scientist's portraits.

Nice bizar suit, but where's the gameplay?

You can progress to the final section where you do battle with the ultra-nasty me godemon, Ocular. There's also a strange 'Interlude' section where you hop on board a strange flying Suzuki known

as a Sloop (don't worry I don't understand it either!) and have a punch-up with huge green monster moids called Wryms.

US Gold must be congratulated with producing a game that's original in both scenario and concept, something of a first for them, as well as some extremely nice graphics and sound, which deserve a mention all on their own. The Dream Warrior sprite has been very well defined and animated and is surprisingly large for a game of this type, although he doesn't actually seem to be there. Instead he looks like he's floating about. The backdrops are very pretty, even if they aren't original (yet more bas-relief) and scroll smoothly enough. The Wryms have been drawn well, but unfortunately they're a bit too big for the poor old 64 to handle and the end result is a little jerky.

Sound is good too, albeit sparse, with a pleasant soundtrack on the title screen and reasonable in game effects.

Unfortunately, all excellent aesthetics aside, there isn't much gameplay there, and after the initial novelty of running around blasting aliens and collecting globules has worn off, there's little more to keep you coming back, which is a shame. Some excellent graphics and sound have been wasted on a mediocre game.

► GRAPHICS	7
► SOUND	6
► VALUE	4
► PLAYABILITY	4
► OVERALL	6

UPDATE ...

The C64 version of *Dream Warrior* should have been released by the time you read this, along with the Spectrum and IBM PC and Amstrad versions, none of which we've seen as yet. ST and Amiga owners, however, will have to miss out on this slice of tedium, as US Gold have no plans for 16-bit versions. Oh, well. You can always dream...

GIGANOID

and, look Arkanoid.

TOP SCORE
200000

1 UP
102520
Round 05

2 UP
00
Round 06
OVER

"Everyone out there ready?"



which shoot fireballs as you try to hit them.

While *Giganoid* doesn't feature all the aliens and gimmicks of *Arkanoid* or *Addictaball*, it does have some marvellous sound samples: a horrid growling intro sound, a shout of "Everyone out there ready?" before each round, a didgeridoo on the high-score table, and clangy metallic percussion each time the ball hits a brick, the side, or your bat. With several balls in play, the noise starts to sound like a Def Leppard drum solo.

Entirely unoriginal, then, basically an *Arkanoid* clone, but great fun and smoothly programmed. If you liked *Arkanoid* or

Addictaball, and your life isn't the same since you finished them, *Giganoid* is well worth a bash.

► GRAPHICS	7
► SOUND	9
► PLAYABILITY	7
► VALUE	6
► OVERALL	7

UPDATE ...

Giganoid is the first product from Swiss Computer Arts to be handled by Microdeal. There are currently no plans for other versions.

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Screen shot from CBM version.



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Atari ST screen shots.

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Reviews



VIRUS

► MACHINES: ARCHIMEDES
ATARI ST, AMIGA, SPECTRUM.
► SUPPLIED: FIREBIRD.
► PRICE: ST \$19.95, SPEC \$7.95.
► VERSION TESTED: ATARI ST.
► JULIAN RIGHALL

Virus was first exposed to the public at the last PCW show; then it was called *Zarch* and was only available for the mighty Acorn Archimedes. Since then, author David Braben has been busy converting it to the Atari ST and Amiga – and the end result is nothing short of spectacular.

It's a unique game, and is as much an innovation as Ultimate's 3-D forced perspective filtration format was four years ago. The plot doesn't break any new grounds – the player takes command of a hoverplane and patrols a map of islands, mountains and sea, defending it from invading alien spaceships who are trying to infect the land with a deadly red virus – it's the approach and presentation that makes *Virus* very special indeed.

The action is played over a solid, true 3-D perspective world, with the player having a remote view of the hoverplane. The visual effect is incredible, the landscape is made up of undulating subtly-coloured checkered boards of greens and browns and scrolls smoothly as the hoverplane flies around. Dotted across the land are different types of trees, bushes, radar towers and houses, all of which move in smooth 3-D.

Fly upwards and the ground scrolls off the bottom of the screen; fly higher and the craft runs into glowing 'space debris', a sort of high altitude snowstorm which moves in a highly convincing parallax fashion. Giving the game an even more solid look is the ultra-realistic shadow



▲ *Virus* is simply incredible cast by the hoverplane, which changes as the craft zooms over the gently rolling landscape. A really nice touch is seen when flying low over the sea: water drops – complete with shadows – spray everywhere as the plane's jet blasts the surface.

The hoverplane is mouse or keyboard controlled and tilts and thrusts in any direction. It must be said that the control method is very tricky indeed – the hoverplane responds to the slightest twirl of the mouse – but

I've never played a game so real, perseverance pays off, and once you're used to the way the craft pitches and yaws, flying becomes second nature. The hoverplane is also equipped with a laser cannon and three homing missiles for use against the marauding enemy.

A game begins with the hoverplane parked on the landing platform. Within a few seconds the invasion starts: the location of all enemy activity is displayed as coloured dots on a miniature scanner/map at the top left of the screen.



▲ An Attractor drains the Hover Plane



▲ Dazzle and alien craft falls on the land



▲ Scroll too far skywards and you confront the space debris



▲ The beautiful crystal-like object is a

Virus



This is a debris ship

There are eight types of alien craft. Seeders roam around polluting the landscape with virus spray while Bombers fly at high speed dropping parachute bombs that contain cannisters of concentrated virus. Neither are aggressive. Attractors, on the other hand, fire lightning bolts at the landscape and use

boasting similar armament and manoeuvrability to the hoverplane engage in dogfights whenever they can. Finally, there's a mystery spacecraft which appears later in the game and 'may have' a lethal weapons system fitted.

Whenever a craft is destroyed, bits fly everywhere, and larger chunks of debris float



▲ The Hoverplane casts a shadow on the undulating terrain as it flies their Iridium beam to drain the hoverplane's energy, shown as a diminishing bar at the top of the screen. When energy is low the plane can return to the landing platform to refuel!

The other five craft are entirely aggressive. Drones trail the hoverplane and attempt to destroy it. If one shoots a tree or bush infected by the virus, it becomes a Mutant, a similar, but bigger and more powerful craft. Pests home in kamikaze-style, and deadly Fighters

slowly earthwards, smoking as they fall. Indeed destroying anything results in a plume of smoke, and trees and the like continue to burn for long periods of time, adding to the game's realism.

The sound effects are a little harsh and tinny, but they have been intelligently used. Each craft makes its own distinctive noise, which increases and decreases in volume as it approaches and retreats – yet another clever ploy

to enhance the feeling of 'being there'.

When an entire attack fleet is destroyed a bonus is awarded for the amount of uninfected landscape remaining, and the player goes on to tackle the next, more aggressive invasion force. Every fifth wave the landscape is disintegrated, and the gravity is increased on waves three, five and seven. An extra life is awarded every 5,000 points.

Virus is simply incredible. I've never played a game that has left so real; the hoverplane's inertia, the gravity, the way the sound works and the amazing 3-D effect generated by the graphics all conspire together to make a game of classic dimensions: a landmark in 16-bit entertainment. Time and patience are required before enjoyment is gleaned, but it's honest! I can't think of a game more deserving of such perseverance.

► GRAPHICS	9
► SOUND	5
► PLAYABILITY	9
► VALUE	8
► OVERALL	9

UPDATE...

Virus is available now on the ST and Spectrum.

Commodore 64 and PC versions will also be available later in the year but no firm dates are available on these as we go to press.

ST owning David Brabants can look forward to a version of his first and most famous game – Elite, which is just being polished up in readiness for a late Summer launch. Amiga owners are also going to be on the Elite new version list we're informed.

If you are a **Virus** owner – and pretty nifty at it we want to hear from you.

We are offering a reward for the best strategy guide to **Virus** – so write in now.



Rationalised graphics on the Speccy but game play is as good.

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Reviews

► MACHINES: ATARI ST, SPECTRUM 48K AND PLUS 3, COMMODORE 64, AMIGA, PC.
► PRICE: SPEC £7.99, +3 £12.99, C64 £9.99, ST £19.99, AMIGA £24.99.
► VERSIONS TESTED: ST+3.
► REVIEWER: EUGENE LACEY.

Night Raider strikes a nice balance between simulation and arcade play whilst at the same time teaching you something useful about one of the most exciting sea battles in the history of naval warfare.

The Bismarck was the pride of the German fleet in World War II and the scourge of the Royal Navy. She claimed amongst many ships the Battle cruiser Hood – before being sunk by a prolonged aerial attack from planes launched from the Ark Royal.

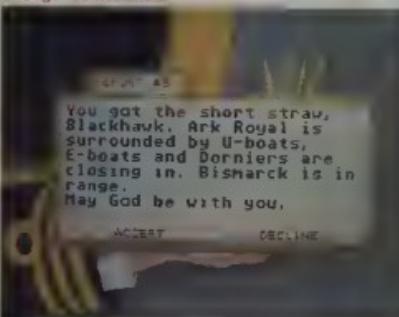
Night Raider lets you take the joystick of one of these planes as it weathers the flick and dive bombs the Bismarck to drop its

torpedo

The game has a multi-screen design – enabling you to flick from front view to tall view, cockpit controls, scrolling map of the battle theatre, and also the menu and game play options by pressing the number keys on your computer.

Your plane is based on the Grumman Avenger – an American designed torpedo bomber which delivered the killing death blows to the Bismarck. The game is at its best in the mission mode when the Avenger comes under

NIGHT RAIDER



▲ Choosing a mission – don't expect any scenic supply runs



▲ Ace pilot Ed gets a Dornier in his cross hair gun sights

▲ Churchill makes a stirring digitised attack from German fighters. It is a case of blasting away with your forward and off guns – flicking through the screens whilst keeping an eye on your course

The Avenger has several controls on board which you can operate with the aid of an icon pointer which you move around the controls with your joystick. These are airspeed, altitude, artificial horizon – of particular use when flying at night, vertical speed, inverted T-bar to show the position of the rudder, broke, throttle, ignition, and torpedo.

Armaments are just the torpedo and forward and tail guns. You can only load one torpedo into the Avenger so you must hit the

GHT Raider



mented spa- but only for 16-bit owners

target when you get in range.

The various controls of the Avenger sound similar to those you would expect in any flight simulation. In practice they are much easier to use than a pure simulation. The tolerance levels have been set low - so that you have a fair amount of time to pull things right should you take too much flak, or over heat the engine.

Night Raider makes a justifiable claim to having a challenging strategy element. I particularly liked the mission challenges. A Commander offers a fist full of straws. Yep - you guessed it, they are pretty tough challenges, and you always draw a short straw of some description.



▲ Scrolling map screen shows the Avenger closing on the Bismarck

The scrolling map is full of enemy hazards. There are closing German fighters, U-boats, destroyers, floating mines and many other hazards. Sometimes you have two tasks to carry out at the same time - like destroying the Bismarck and defending the Hood.

Essential skills apart from the obvious ones of mastering the flight controls and perfecting aim with the torpedo you must also learn to set the course, navigate, and manoeuvre the Avenger. There is a real knack to this - particularly when in combat. The crosshairs lock the plane into a certain course. You must therefore take the cross hairs off the screen risking attack from enemy fighters. Then quickly flick to the map screen and get your Avenger pointing in the



▲ Tail gunner lets fly at two Darmers in this Speccy Plus 3 version

all systems. Best of all are the German fighters - if you bag one of these they plunge most dramatically seawards with trails of flames pouring from their tails.

Gamers old enough to remember the *Dam Busters* (recently out on budget) will see some unmistakable resemblances in game design.

This is the best launch from Gremlin for some time. I found it a thoroughly enjoyable game to play. Just right for people who want something a little more challenging but don't want to plow through a thirty page manual - and get involved in save game options as for example in something like *Carrier Command*. Night Raider finds the middle ground most effectively.

► GRAPHICS	7
► SOUND	7
► PLAYABILITY	6
► VALUE	7
► OVERALL	7

UPDATE . . .

The ST and Spectrum versions of *Night Raider* are now on sale.

Expect to see the Commodore 64 version in the shops shortly. An Amiga version will follow in the Autumn.

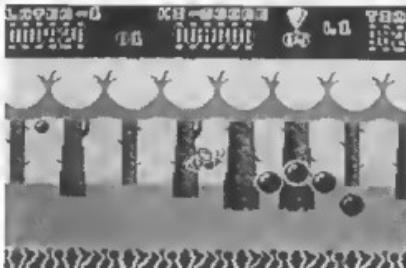
Most of the game play is identical in all versions. The Speccy employs a combination of vector line drawings and solid graphics.

Reviews

HOPPIN MAD

► MACHINES: SPECTRUM, CBM 64, AMSTRAD.
► SUPPLIER: ELITE.
► PRICES: C64 £9.99 CASS \$11.99 DISK, SPECTRUM £7.99 CASS \$12.99 DISC, AMSTRAD £9.99 CASS \$14.99 DISK.
► VERSION TESTED: AMSTRAD.
► REVIEWER: GARY WHITTA.

Those of you with a good memory will have taken one look at the screen-shots



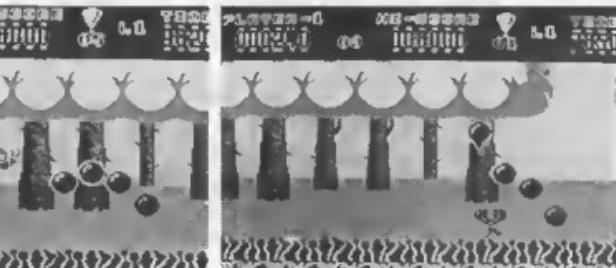
▲ Cataball returns in the guise of Hoppin Mad.

Accompanying this review and thought "Hey, that looks remarkably similar to **Cataball**, one of the games on Elite's ancient 3-game compilation **Trio**". And of course you'd be absolutely right, 'cos Elite were obviously quite chuffed with the original concept for that game and have released a follow-up in the form of **Hoppin Mad**.

Taking control of four shiny bouncing balls (no smutty jokes please), your objective is to guide them, in a long caterpillar-like string, across a series of surreal landscapes, collecting floating balloons as you go.

Collect 10 balloons and you can progress to the next level, it sounds simple, but as you would expect, there are lots of nasties who are just aching to puncture your balls (stop laughing at the back!).

Nasties come in various shapes and sizes,



▲ Bounce those balls and burst that balloon.



▲ Shady Dali as a quartet of shiny balls bounce through a desert.

Including a strange plant that looks like a cross between a Venus Flytrap and a Triffid, nasty mutant seagulls, fish, and ooooh, just loads of other things. The levels have been reasonably well designed.

There's a **Wonderboy** style forest section, Roman ruins, a desert, a seaside and an aquatic underwater level as well as

a few others that I haven't seen yet (because the game's so difficult).

And the gameplay Rather than each ball on screen representing one life as I thought it would, each life is represented by the entire string of four, so you can lose one ball and the rest will keep bouncing on undaunted, until you lose all four and are sent

back to the beginning of the level. The controls are simple enough; left and right (to accelerate and slow down) and the fire button to jump.

I wasn't disappointed by **Hoppin Mad** at all, mainly because I wasn't expecting much in the first place, having seen **Cataball**. If Elite had wanted to release a sequel, they should have done something to spruce up the gameplay and graphics rather than just add on more levels, as all they have succeeded in doing is turning a boring game into a long boring game.

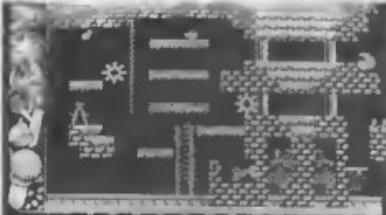
Hoppin Mad is one of Elite's few titles not to be linked to some lameau coin-op or personality which just goes to show that Elite should stick to what they do best arcade conversions or, if they're going to carry on producing original titles, make sure they're playable ones.

► GRAPHICS	4
► SOUND	3
► VALUE	4
► PLAYABILITY	5
► OVERALL	4

UPDATE . . .

All of the 8-bit versions of **Hoppin Mad** (Spectrum, 64 and Amstrad) have been released and are available now, but if you're an ST or Amiga owner, don't hold your breath, as Elite have no plans for 16-bit conversions.

▼ The Amiga version speaks; the Spectrum merely beeps



FREQUENTERS WILL BE CATS...

CHUBBY GRISTLE

► MACHINES: AMIGA/ATARI ST/IBM 64/SPECTRUM.
► SUPPLIER: GRANDSLAM.
► PRICES: £19.99.
► VERSION TESTED: SPECTRUM.
► REVIEWER: STEVE JARRATT.

When the Amiga version of *Chubby Gristle* arrived, the whole office stopped in amazement. Not of the game mind you, but at the increasingly realistic speech: "Ye can't park 'ere", it says in a distinctly northern voice, "ave a word wi' commissioner". However, without the speech the game is really dull, especially the Spectrum version.

The aim is simple: blubberman Chubby makes his way across 13 levels of platforms, ladders, lava pits and streams in order to get home to Mis G and make little Gristlets.

Each screen has Monty-esque decoy, comprised of the usual pat-pourri of brickwork, platforms, pillars and posts. Interpersed with patterned areas is a bit of variety. However, they're neatly drawn and a lot less gaudy than many games of this type.

Chubby meets a



▲ Chubby lumbers around in search of food selection of beings along the route, most of which are to be avoided since their touch is fatal to each of Chubby's four lives. Similarly, falling large distances results in a thinner Gristle and the removal of a life.

There are various objects scattered throughout the landscape which are collected for various effects: flashing food boosts Chubby's weight and score, objects such as money bags, coins and tools are collected for extra points; and a number of items are necessary for

the completion of certain screens. For instance, the flowing stream can only be negotiated once a pair of wellington boots have been retrieved.

Released across all formats, *Chubby Gristle* has the added advantage of some excellent digitized speech on the larger machines. The Spectrum version is not afforded this luxury, and has to rely on game play to provide its entertainment value — an unfortunate occurrence since it doesn't really have that much to offer.

In fact, *Chubby Gristle* has some very annoying faults: both the character and sprite collision detection is a bit lacking.

allowing Chubby to fall through the edge of a platform and get bumped off by the nasties, even when they aren't touching.

Also, death sends Chubby back to the exit of the last screen rather than placing him near to where his demise occurred. Once, it even went further, sending him back to the screen before that, I was not impressed.

With a price tag of nearly nine quid, I'd expect a little more for my money than the archaic and unoriginal platform action on offer here.

► GRAPHICS	5
► SOUND	1
► VALUE	3
► PLAYABILITY	4

CHUBBY UPDATE ...

It came as quite a surprise to discover that *Chubby* is practically identical across all formats. Although Amiga owners can laugh at the manic speech, at the end of the day what you've got is a crumbly-looking platform game of three-year-old Spectrum ilk.

The Commodore version is particularly poor, being an almost direct port-over from the Spectrum, and Atari ST owners won't be impressed when they discover that the version for their machine looks alarmingly similar to the C64!



▲ Surely this guy's one of the tallest ever computer characters.

SKATE CRAZY

► MACHINES: SPECTRUM,
AMSTRAD, C64.
► SUPPLIER: GREMLIN.
► PRICES: SPECTRUM
£9.99/12.99, AMSTRAD AND
C64 £9.99/14.99.
► VERSION TESTED: C64.
► REVIEWER: MATT MIELBY.

Skate Crazy is perhaps the world's first roller skating game. You play yet average street circuit skater kid, zooming through what amounts to two games in one: a multidirectional scrolling thing where impressing the judges with your rad jumping is the order of the day, and a

nice is the way the Impression of skating is conveyed. When you pass over sand you crunch to a stop, oil sends you spinning out of control, and you can easily slip back down a hill if you don't have the momentum to make the crest.

Of the four city scapes, the multi-directionally scrolling skate park is the section most similar to that earlier skateboarding game, *720°*. You as the skater have to negotiate a series of flashing gates within a time limit, while at



▲ Collecting litter gives you a greater buying power

horizontally scrolling obstacle race. There are four levels of each, so you can either play one all the way through, or you can skip about. Playing rounds alternately - if you can stand the multiload!

Sound and graphics are very good throughout, with large well defined sprites and colourful backdrops backed up by a suitable jaunty tune. Especially

the same time adding points by kicking over cans, picking up litter and doing free style jumps which are marked by a panel of judges rather like in ice skating.

It's not as easy as all that though, because not only do you have to contend with bouncing balls, lethal frisbees and a whole bundle of obstacles from oil slicks to tyres, but you



The Obstacle Race - impossible time limits.

also have to contend with the initial difficulty of the controls. Jumping is achieved by releasing and pressing down the fire button, and managing to land the right way round after a mid air pirouette can be tricky to say the least.

One nice thing about this section of the game is that if you fail to qualify for the next round you are given another chance in a large car park where you simply have to collect a number of pieces of litter within a time limit.

Even better, though, is the horizontally scrolling section which utilises yet another control method again. Here you race along ducking same obstacles, jumping others against an almost impossibly tight time limit. The starting action is rather cleverly reproduced by the fact that you have to move the joystick back and forth to move, each movement represented on screen by a push of the

skater's legs. Again collecting litter is of importance, giving you the wherewithal to purchase pads, clothes, skates etc., which improve your performance.

Jumping is achieved by pushing the firebutton, while pushing the joystick up throws some of your collected litter. The result is

- that you often find yourself chucking everything you've collected by mistake, though if it should hit one of those birds or other creatures that spell doom for your skater, it isn't a total waste.

An enjoyable, varied game that still looks perfectly good alongside such other fine skating games as *Skate or Die*.

► GRAPHICS	7
► SOUND	7
► PLAYABILITY	8
► VALUE	9
► OVERALL	8

UPDATE . . .

Spectrum and Amstrad versions are both out now, and though we haven't seen them we are told that they will be very similar in all but graphics. However, there are no plans for 16 bit versions of the game.



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Reviews

DESOLATOR

► MACHINES:
AMSTRAD/ATARI ST/SPECTRUM/CBM 64.
► SUPPLIER: US GOLD.
► PRICES: SPECTRUM £4.99
CASS £12.99 DISK/C BM64
£9.99 CASS £14.99
DISK/AMSTRAD £9.99 CASS
£14.99 DISK/ATARI ST £14.99.
► VERSION TESTED:
SPECTRUM.
► REVIEWER: STEVE JARRATT.

US Gold's *Desolator* is based on the little-known Sega coin-op, *Halls of Karros* (perhaps 'unknown Sega coin-op' might be a better phrase, for no-one I know has even seen the machine).

Involving the exploits of the impossibly titled hero, Mac, the player is sent on a rescue mission. Inside the forbidding walls of the castle owned by the great Satan, Karros.

The castle interior scrolls vertically down the screen as Mac wends his weary way through corridors and chambers of the stone fortress. The aim is to release the many tiny infants – or 'Peters' (!) – who have been captured and are held captive within mirrors adorning the castle walls. A press of the fire button sees Mac shatter each mirror with a mighty punch, allowing the children to escape and scurry about. Mac then attempts to collect the rampaging kids before they disappear off-screen. On collecting six Peters, a temporary Power-up is granted, turning Mac into the Invincible machoman and enabling him to cut a swathe of destruction through the castle without gaining so much as a scratch.

Castle Karros is a veritable menagerie, containing a variety of weird and wonderful opponents to beat. Depending upon the version played there are



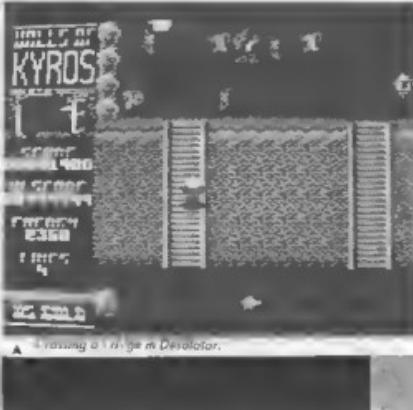
▲ Mac the hero battles through the Halls of Karros.

up to ten different adversaries, ranging from moronic henchmen who simply wander around sapping Mac's energy on contact, to the dreaded Karros himself. Mac's punching abilities are not limited to manhandle objects, however, and he repels his aggressors with a single debt blow.

Further opposition is provided in the shape of laser-splitting ornaments, land mines and barrels which roll around the floor.

According to the instructions, punching barrels turns them into weapons which Mac can then use. I tried this repeatedly but simply got rolled over; either this function wasn't working on the review copy – or it's incredibly difficult to affect.

Mac's mission is aided by activating a large array of devices which have differing, but generally destructive effects on visible characters. He can also



▲ Fighting a lone gauntlet in Desolator.

collect a limited supply of bombs and perform acrobatic forward 'flips' – in practice, a totally useless activity.

The action offered by *Desolator* isn't the most original or interesting I've ever seen. Progress is slow and the gameplay is marred by niggling faults, such as the fact that Mac can't move and punch at the same time. The incessant hordes of enemies which constantly assail our poor hero also help to make this game a rather short affair.

Overall, *Desolator* is an average game that offers a reasonable amount of entertainment – take it or leave it.

► GRAPHICS	7
► SOUND	4
► VALUE	6
► PLAYABILITY	5

UPDATE

The Commodore 64 version is colourful and loud, but is let down by its gameplay. It's just far too easy. Another big niggle is the very awkward and clumsy multiload, which disrupts play very badly. The same can be said for the Amstrad version.

The Atari ST version has extra features not seen in the 8-bit versions, including extra weapons and a wider range of enemies. The graphics are also far better than the 8-bit versions. Still, there's no getting away from the fact that there are only four levels to battle through, and at £20 many experienced ST gamers mightn't think that enough to spend their cash on.

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Adventure Ranger LXIII	1029	65	144	1029	899	Use	Use	Use
Adventure Ranger LXIV	1030	65	144	1030	899	Use	Use	Use
Adventure Ranger LXV	1031	65	144	1031	899	Use	Use	Use
Adventure Ranger LXVI	1032	65	144	1032	899	Use	Use	Use
Adventure Ranger LXVII	1033	65	144	1033	899	Use	Use	Use
Adventure Ranger LXVIII	1034	65	144	1034	899	Use	Use	Use
Adventure Ranger LXIX	1035	65	144	1035	899	Use	Use	Use
Adventure Ranger LXX	1036	65	144	1036	899	Use	Use	Use
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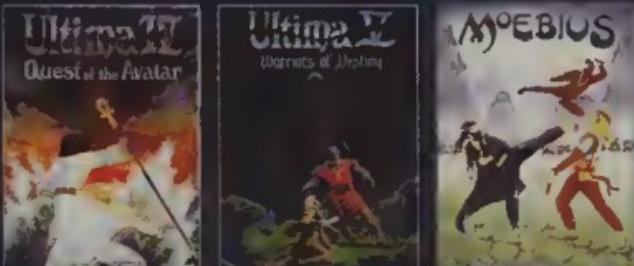


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PLAYABLE-HIR-PUMFT-NILJ-F4M-TF↓



Reviews

BARBARIAN II

▶ MACHINES:
 SPECTRUM/COMMODORE
 64/AMSTRAD/ATARI
 ST/AMIGA.
 ▶ SUPPLIER: PALACE.
 ▶ PRICE: £9.99 SPECTRUM/C64 AMS
 C64 £12.99 C64 DISK £14.99
 SPECTRUM DISK £19.99 ATARI
 ST/AMIGA.
 ▶ VERSION TESTED: C64.
 ▶ REVIEWER: JULIAN
 RIGHALL.

Palace's classic silicon 'n' dinin' game caused quite a stir when it was released this time last year, and the sequel looks set to follow in its footsteps.

There can't be many who don't remember the extensive advertising campaign that heralded the product – Palace cleverly used pictures of a very scantily-clad Maria Whitaker to promote their game, which whipped up considerable public debate. The game itself is brilliant; a very gory one-on-one sword fighting game featuring such delights as blood spouts, a fabulous decapitation

sequence and an obnoxious little green hunchback who boasts about the severed heads of the defeated. Needless to say it caused an outrage when it appeared and, because of that, sold in vast quantities.

Later on 16-bit versions were released, sporting similar gameplay, but incredible sampled groans and screams – and of course improved graphics.

Barbarian II bears some

similarities to its prequel; it features the same characters, and has the same graphic style and slick humour of the original, but the gameplay is sufficiently different.

Basically it's an arcade adventure, there's still plenty of bloody fighting action, but the essence is on locating and picking up the right objects to complete the mission.

The plot is very straightforward the Barbarian has freed

Princess Mariana from the clutches of Drax the evil sorcerer, who has lied to his dark castle and is currently plotting his revenge on the Jewelled Kingdom. He must be stopped, and the only people capable of doing so are the Barbarian and Princess Mariana.

At the start of a game the player chooses either Princess Mariana or the Barbarian. She is armed with death-dealing sword, while he brandishes a

▶ Recognition of a little hand-to-hand combat



▶ Superb detail and definition in the background



BARBIAN II

stomking great axe - ideal for hacking apart any undesirables. Both have similar fighting abilities and can perform a variety of attacking moves, including a front kick, head chop and the deadly flying neck chop, which often has spectacular results. The hero and heroine can also run and jump, which is useful for crossing the pools of green slime and bottomless pits that are frequently encountered.



LEVEL 3
20000



LEVEL 4
20000

The player starts the quest with five lives, each with a set amount of energy, represented by a bar at the top of the screen. As hits are sustained the bar shrinks, and if it diminishes entirely, a life is lost. A life is lost outright if the player falls down a pit.

The action is set over three flick-screen levels, each of which has 25 screens. The player can move left or right onto the next screen, or 'intra' the screen when a door or

cave entrance is present. As the player progresses through a level, the direction he walks constantly changes; fortunately there's a compass at the bottom of the screen to avoid confusion and make mapping easier. The objective on each level is to locate and pick up two different objects. When both items have been collected the level is completed, and the next one loads from cassette.

A bulk of odd man-eating-like precautions confronts our hero:



▼ Limited time on the screen, but excellent action.



The Wasteland outside Castle Drax is the first part of all: an inhospitable landscape inhabited by a very nasty range of creatures. Pink, bald mutant chickens attack an intruder by pecking at knee height, but can be swiftly killed by a few swipes of a sword or axe. Worse are Stabbers, green bipeds which have a sharp knife protruding from their stomachs. Saurian Beasts, apes and Floater also make an appearance, but by far the most deadly are the Neanderthal men who stomp about the landscape armed with skull-caving clubs.

Next comes the Dungeon: a dark, dank and dangerous place. Here, carnivores roam, ready to wrestle a hapless adventurer to the ground and rip at the throat with its sharp fangs. Green, skinny Orc guards maraud about with their swords at the ready, and cave trolls prove hardy foes in combat. There are also scuttling crabs, slithering things and scorpion-like slingers to keep the player on his toes.

Finally there's the Dungeon, a maze of doors, pits and highly dangerous creatures. Giant grubs, floating eyes and aptly-named gobblers provide the least of worries;

BARBARIAN II



the pit monsters on the other hand are very dangerous. These purple horrors lurk in pits and reach up and grab anyone who tries to leap over, dragging them down to their doom. Players of Barbarian I should recognise the Oracles - they're little green hunchbacks with wicked grins and a peculiar affinity for kicking about severed heads - only this time they're armed with axes and it's your head they want!

The great, fat, Dungeon Master also makes an appearance, and kicks

and punches as soon as the player draws near.

When the two dungeon objects are collected, the player enters the Sanctum of Drax, a three-screen-long room where a Living Idol and giant fire-breathing Demon lie in wait. On the final screen Drax himself appears ... and it's kill or be killed.

Barbarian II is an incredible-looking game. The graphics are absolutely superb, with amazing sprite animation and visual effects. There are so many neat touches, like the skull being spit out when a pit monster drags

the player down, and the Dungeon Master's heart dropping out when he's on the receiving end of a flying neck chop - gore fans will certainly enjoy the action! The sound effects are very good too, particularly the Dungeon Master's laugh!

The game itself is both enjoyable and challenging, with plenty of mopping and hacking required to defeat Drax. That, coupled with the brilliant visual presentation and choice of characters results in a game that'll keep you hacking long into the

night.

If you're fed up with blasting aliens and want some REAL action, look no further than *Barbarian II*.

▼ The giant cat will savagely pounce on Barby unless he swats his ore before it plunders



Woops - Barby almost loses his balance after leaping the well!



Win our Review Copy

Here's your chance to win a signed copy of *Barbarian II* - the Dungeon of Drax. Signed not only by the mighty Marcus Whitfield but also by test-pilot reviewer Julian Beagle! We'll have 10 double-signed copies of the Spectrum, ST and Commodore 64 versions to give away.

We're asking for a handwritten address on a different page. Please print clearly so that we can read it more easily. Please print clearly so that we can read it more easily. Please print clearly so that we can read it more easily.

To win your signed copy of the game all you have to do is fill in the name of the person issuing Anglo-Saxon weapons who has given you battle scars for me.

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Name _____

Address _____

City _____ Postcode _____



**BARBARIAN II
COUPON
NUMBER 2**

Reviews

SALAMANDER

► SALAMANDER.
► MACHINE: COMMODORE 64.
► SUPPLIER: OCEAN.
► PRICE: £9.95 TAPE/£12.95 DISK.
► REVIEWER: CHRIS JENKINS.

Salamander, of course, the sequel to the coin-op *Nemesis*, and all the same elements are there;



▲ Arrow head ship shoots its way through the maze

special weapons, attacking aliens, huge mutations, hostile environments. But then, you could say that about *Io*, *SlopFlight*, *R-Type*, and dozens of others...

Still, *Salamander* is a classy conversion of the coin-op. The most impressive bit (apart from the non-stop funky music and sound effects) is the way in which the sprite routines have been fiddled to give squillions of objects dashing around the screen at the same time.

Admittedly, most of them are missiles, but to keep everything going without loss of speed at even the hairiest moments is a great achievement (and one which I can't boast).

Most of *Salamander* is a horizontally-scrolling format, though on some levels there are vertically-scrolling

sections. One or two players can compete, flying through the six levels which take you over the surface of the planet Lolls, through an asteroid storm, over a volcanic landscape, through a mechanoid base, through sub-space, and finally to the final fortress level.

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STARGLIDER 2



... from this there was a void, a blank
void without form or purpose.

ARGONAUT Software looked upon the void
and said,

LET THERE BE FLIGHT
and there was STARGLIDER.

And as time progressed, the art of three dimensional
solid graphics became known unto the
ARGONAUTS, and they revo-

luted and they said,

LET US CREATE THE ULTIMATE
PROGRAM, TO HAVE DOMINION OVER
ALL OTHER PROGRAMS IN THE
UNIVERSE.

... and there was a blinding light and the Earth spat
fire and trembled.

And as the fire diminished and the vapours cleared,
the fruits of their labours emerged from out of the
chaos.

THE ULTIMATE CREATION!

STARGLIDER 2 . . .

A VOYAGE INTO THE THIRD
DIMENSION.

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Atari ST/Amiga £24.95



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► SUPPLIER: ACTIVISION/ABSTRACT CONCEPTS.

► REVIEWER: KEITH CAMPBELL.

Mindlighter is based on a novel of the same name, by Anna Papkess. This full-length (150 page) paperback, has been published especially for inclusion with the game. It was originally written for publication as a stand-alone book, with no thought of an adventure game in mind.

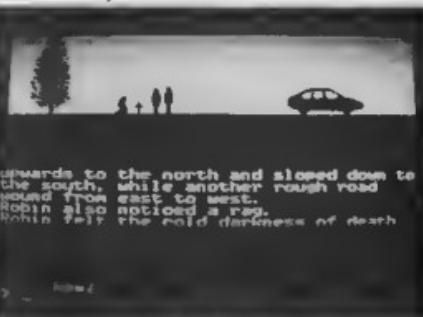
The story centres on a group of youngsters studying parapsychology at Southampton University. Robin, the youngest, is an orphan, and only eleven years old. He rooms with

▼ Robin arrives in post-nuke Southampton

Matthew, and manages to bring himself up on his own remarkably well for a lad of his age, as well as coping with the final year of his degree course. He has some remarkable powers (as might be expected for an 11 year old degree student) — and as the story opens, he has just successfully gone into a trance and managed to reduce the rate of radioactive decay of a lump of uranium.

Alison is nineteen, and a bag of nerves. In her childhood, her father treated her mother brutally, and she committed suicide after he raped her. However, after a long absence, he trades Alison, and reappears to try to rape her, his own daughter, as well. This is prevented by another student, Harry, who is a law of strength and support to Alison.

Mind



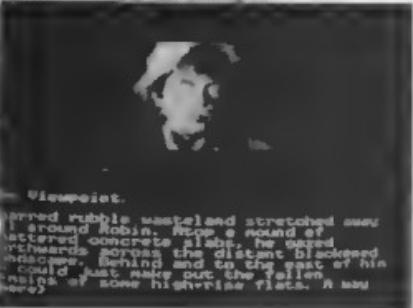
... towards to the north and sloped down to the south, while another rough road would lead to west. Robin also noticed a rag. Robin felt the cold darkness of death

A. Life doesn't seem to be particularly kind to Robin, does it?

The students are currently planning their latest jolly wheeze — an attempt to metamorphose themselves into the bodies of animals. They read up about the subject of werewolves to get a few hints and tips on how to set about the task. Well, I'd need a clue or two on that myself, wouldn't you? Their professor, not in the know, conveniently gives them a month off from their studies, as they seem to be too pre-

occupied to get down to any serious work.

Before long they have mastered it, although disappointed that they can only hold animal form for about fifteen minutes of a lime. Meanwhile, Robin becomes withdrawn, and eventually goes into a trance, speaking to them as if from another world. It soon becomes apparent that he thinks he is in Southampton of the near future, after a nuclear war. The group, together with



Viewpoint.

scrubbed rubble wasteland and stretched over the round Robin. After a round of attacking comments to his dad, he turned afterwards towards the distant buildings and said just makes out the fallen remains of some high-rise flats. A may have

Uninvited

► SUPPLIER: MIRRORSOFT/ICON SIMULATIONS

► MACHINES: ATARI ST; AMIGA; C-64 VERSION EXPECTED

► PRICE: £24.99.

► REVIEWER: KEITH CAMPBELL.

It's a stormy night, and your car is out of control. You struggle with the wheel to no avail, and after the Impact,

just manage to lunge the door open and stagger out before it blows up. Your kid brother got out, too — but where is he? There is no sign of him.

You find yourself outside a dark and foreboding mansion, starkly illuminated by the vivid flashes of lightning. Probably your brother sought shelter inside, and so, pushing the creaking door open you step inside. As you look around the

comfortably furnished lounge, you jump, as the door slams closed behind you — trapping you inside.

All is still and deserted within, yet you feel you're being watched. A nightmare search for your missing brother is about to begin in this haunted house.

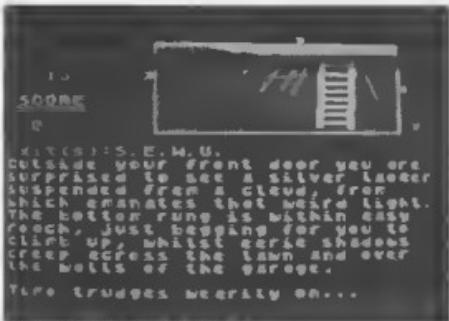
You are soon startled by the sudden appearance of a ghost in the hall. Do you have the power to exorcise it — or will



... move open is

A. If that's an 'Intelligent' picture, I'd

lfighter



A Surprised! Ruddy shacked, more like

their professor, got together with him, to help him to find the key to prevent the war, thus saving mankind from the dreadful future Robin describes. In following his exploration, his friends are aided by Rabin's somewhat unusual ability to project images of what he sees in the other world, through his eyes.

I found the book lacking in the slightest degree of credibility, written in a superficial style, describing morbid and

depressing events with a level of detail which the author seemed to relish.

The adventure game was written by Fergus McNeill, using an entirely new system developed for Abstract Concepts, by Tim Gilberts (of Quill fame) and his team. All versions have graphics, and the pictures change through a series of 'vertical shutters', giving a very smooth effect. The graphics themselves vary between versions. I played the Atari ST version, and found most of the pictures

not, it will surely be the death of you! A search of the dining room, kitchen, servants' quarters, study, and becomes room, all tall. Upstairs the bedrooms, bathroom, and closet, are equally deserted. But to what evil purpose is the attic put? A false move here, and you could be one of its victims!

Three strange buildings stand in the grounds, but to enter them, your search of the house will probably have to be more thorough. When its secrets start unfolding, you'll find bottles of potions, vials of strange coloured liquids, secret cabinets, hidden keys, sliding panels, and more ghosts that go to pack this adventure with spine-chilling surprises.

Uninvited is from the same team that produced *Deja Vu* and *Shadowgate*, and the game takes the same format.

dismal but effective. But then the whole mood of the game is dismal.

Multiple complex commands are possible, such as GET THE NEWSPAPER AND READ IT. PUT THE NEWSPAPER INTO THE BOX. There is an OOPS command (retract your last move) available on the bigger memory machines. Disk and ram save, text only, verbose/brief, sound on/off, and a printer option, are available from a set of icons, depending which computer you are using. Previous command editing is also supported on all versions. Although sentences entered may be complex, many simple ones are not supported, and give a poor message in response. Whilst it is possible to get information by EXAMINING some objects, quite often EXAMINE (object) replies that "... Robin could not examine that." What? Even

▼ Didn't anyone ever tell you it's rude to stare?

he found nothing, surely he could examine it! At one time, Rabin wanted to cover his face with some rag.

COVER was not successful, so he tried to PUT RAG OVER FACE, and managed to drop it. When he decided he had been harassed enough by a tall guard, he tried to HIT GUARD WITH WRENCH. Nope — he couldn't do that. But he did manage to hit him with the command KILL GUARD WITH WRENCH. Strange, that you must set out with the intention to kill, rather than to disable, to get someone off your back. But that does seem to be consistent with the general brutal approach throughout the game.

► VOCABULARY

7

► ATMOSPHERE

5

► PERSONAL

0

► VALUE

5



A detailed 'intelligent' picture of the current room site. In the middle of the screen (unless you move it), and orientation is almost solely by mouse-driven icons. I describe the picture as intelligent, because each object depicted, however minute, is an icon, sensitive to commands when the arrow is positioned on it and the mouse button clicked.

As well as occasional special graphics effects and animation, the sound effects are plentiful and add a lot to the atmosphere of the game. In between the incessant rolling of thunder, try operating the old wind-up gramophone in the garage for a spot of musical Groovy — literally!

My only criticism of *Uninvited* is that moving around between distant locations becomes a little tedious — the delay whilst

each room picture is read in from disk (actually, two rooms seem to be resident in memory much of the time) slows down progress. An useful enhancement to this already excellent system would be to provide a form of GOTO command — perhaps through opening up a window with a schematic map.

Overall, though, this is an excellent haunted house thrille with plenty of puzzles and surprises, a user-friendly mode of operation and some very detailed graphics.

► VOCABULARY N/A

► ATMOSPHERE 10

► PERSONAL 10

► VALUE 9



e, I'd hate to see a stupid one

Helpline

Who hasn't got a problem with Football Frenzy?

Peter Nuttall can't find the car, can't get the players to start a match, can't clean the kit, and doesn't know how to deal with the ticket tout. Paul Hardy, a veteran FF problem poser, is still coming back for more: "What should one do (or give) to the Record Engineer? Can the police sergeant be of any help?" And Paul, too, is worried about that ticket tout.

As if Football Frenzy wasn't bad enough, summer is now here and we've been blessed with Cricket Crazy/Still game, despite his football problems. Peter Nuttall can't get rid of the hijacker. "And is the pen no use, as the game crashes every time I examine it?" he asks. Sounds like a dodgy game. If ever there was one — perhaps it was no accident that I failed to receive a review copy! Has anyone else had this problem, and is so, on what machine?

Who can stop **Mark Wilkins** getting his head smashed in? He is playing Police Quest, and after booking the amazing Helen, was sent to Carol's Cafe. But he can't get the bikers to move their bikes — can you?

Mark Barnes writes from Queensland, to say I deserve a raise! Hear heart! Haven't I been telling you that for months, Eugene? "Whatever they're paying you can't be enough for the quality of work you turn out for the mag," he continues.

Now you're making me blush, Mark — but not enough to stop me showing the Ed. your letter! And for the following story about a headache, Mark wins this month's award of a year's free subscription to Adventurer's Club Ltd.



▲ Looks like a hold-up in Police Quest. Here it is:

"I just had a visit from my friend John. It went something like this: — John (clutching his head): "What's good for a headache, Mark?" Me: "Seabase Delta" John: "Huh?" Me: "Well, that's how I got mine!" John: "No, how do I get rid of one?" Me: "What, Seabase Delta?" John (going funny colour in face): "Huh! A bloody headache, you moron!!!" Me: "Oh, that's easy. Ask Keith at C+VG." John makes an awful scene, jumping up and down, screaming about computer freaks + 1001 suitable tortures for adventure addicts. Me: "Well, that's how I got rid of mine!" Door: "SLAM!"

Advice wanted by would-be murderers!

Assassin: Andrew Bethell. Victim: Wizard. Scene of Crime: Kings Quest III.

Assassin: Leslie Brady. Victim: The Wolves. Scene of Crime: Frankenstein Part 2.

If you're playing Jack the Ripper, the chances are you'll meet up with a lot of C+VG readers when you get to the room with the rolltop desk, and pictures with eyes behind them. There's



▲ In the dock — Can Helpline help you out?

more people trapped in there than you can get students into a phone box! Will the first person out, let me know how they did it — PLEASE?

And finally, a rare mention for one of our unwanted South

African readers. "As you can probably see by the address and stamps, I live in South Africa. Please don't have any negative attitude towards this letter, because of that," writes **John Heynes**, of PO Box 197, Mthembeng 7950, South Africa. But I have, John. It is my normal practice to screw up letters from South Africa, and chuck them in the bin, where the reviled policies of their undemocratically elected government also belong.

John continues. "I have been purchasing your magazine since January 1987." That is not in your favour, either, John,

because EMAP does its level best to prevent their magazines from reaching your country. Until your attitudes change, you don't have the moral right to the products of any civilised country.

"Could you please, please, spare a few lines, to produce the answer [to my problems] in your section? (You don't have to say where I come from.)" But I'm sure other readers will want to know, and that last sentence is precisely why I am breaking my normal rule. It shows that you are so ashamed of being South African, you would prefer the fact not to be mentioned. As it seems there is some hope for you, you'll find the *Rebel Planet* clue you need in the clues section.

Cues

Help this month comes from: **Tarke Fahmy**, Giza, Egypt; **Peter Nuttall**, Belfast; and **Andrew Bethell**, Walsall.

Check the hints which appear below the school

while reading the school

news — **Dick Pole** is set to

climb to new heights

SALLYNOOC: **RECOIL** spell

needs a high intelligence

to use the **RECOIL** spell

needs the **RECOIL** spell

to pass the world, collective

the first with the word

with the **RECOIL** spell

the bowl of wax truth

SMASNOC: **MAINC MANSON**.

Give the green balance

the bowl of wax truth

REBEL PLANET: To leave the ship, control

the direction from your

The Fiend

The Forringdon Fiend has returned. No one knows where he has been or what he has seen — but one thing is for sure, he's back. Loud and proud and sounding off about role playing/adventure demarkation lines. But it's not all rant. Our opinionated mystery man also has a dozen copies of Dungeonmaster up for grabs.

Those of you not too overcome by raging apathy, may have noticed a most significant event recently. Yes, *The Fiend* has returned! But where have I been and what have I been doing? The whole awful truth may never be known, but part of the time has been spent completing *Dungeon Master*.

Funnily enough, *The Fiend* fell quite at home in the depths, and the deeper I got, the more pleasant became the surroundings, and the more attractive the citizens. All of which begs the issue, for it is controversy time! Oh joy! For it was decided by a magazine editor not one million miles removed from C+VG, that *Dungeon Master* was NOT an adventure, but a role playing game. Therefore, the review copy went to the leather freak instead of KC. At this set *The Fiend* to

thinking. When is an adventure not an adventure? Is it a role playing game, strategy or adventure?

To answer the last question first, the answer depends upon the game. In the case of DM it is undoubtedly an adventure, full of puzzles and problems. All right, there is no text input, but there have been icon driven adventures before, aude Déjà Vu as a good example. And yes, I admit that there is monster bashing (and jolly good fun if it's foot) but so has Beyond Zork.

And what of the role playing aspect? Well, aren't ALL adventures role playing? Isn't the mark of a good adventure that the player gets into the role of the hero, into the mind of the programmer? And who set the boundaries anyway? There is no clear cut demarkation line between good adventure



and role playing games — the boundary is fuzzy and obscure. The one thing that separates the superior adventure player from the mindless alien-basher is his ability and willingness to use his brain, to exercise his intellect. And THAT is how the Fiend classifies games. Adventures to me, are any that make me think, and I have

discovered one or two arcade games over the years that fall into this category!

Besides, any game that has an imprisoned princess with a removable chastity belt has to be something of an adventure. Where she is, and how, and with what, I will not tell!

Fiendish Compo!



In the history of gaming 1985 may well go down as the year role playing games came of age.

Everyone is talking about them. They have read about them in Fox, John Mason devotes all of this month's Out To Lunch to discussing them, US Gold are going to spend a fortune persuading you to buy them, and even the Forringdon Fiend is wants to get in on the action.

If you have never played a role playing game then perhaps it is time you started to consider it.

C+VG and the Fiend are offering you a unique chance to get into this absorbing type of game play.

We have ten copies of *Dungeonmaster* — perhaps the best role playing game launched yet to give away. Five for the ST and five for the Commodore 64. The 64 version is not quite ready but as soon as it is — five copies are ear-

marked for C+VG readers.

All we want you to do is answer some simple questions about role playing, cut out the coupon below, and send off before August 1st, to C+VG, Fiend Compo, 30-32 Forringdon Lane, London, EC1R 3AU.

▲ *Dungeon Master*: The game that put role playing on the map — and launched a debate when it is an adventure RPG and vice versa.

- (1) AD&O stands for (a) A Demon and Ointment, (b) Advanced Dungeons and Dragons, (c) Alternative Demons and Dragons.

(2) The excellent *Gungeonmaster* game is produced by FTI. Who do these letters stand for?

- (3) What is an RPG?

Answers

Name
Address

Wiz Biz



A classic adventure game with a twist. You must solve puzzles to progress, but you won't want to leave the house once you start playing.

A Great plot, great graphics and a great price!

- SUPPLIER: ALTERATIVE SOFTWARE.
- MACHINE: C64.
- PRICE: CASSETTE - \$1.99.
- REVIEWER: KEITH.

You have been incarcerated in a dungeon by Mike, a colleague who was present at last night's do for local wizards - a booze-up at the Duck and Plunger. As usual you showed off - this time by turning someone into a pink and black spotted salamander. Too bad you picked on Mike, who doesn't have a huge sense of humour!

Your magic powers are now at a low ebb, and you have a feeling it's magic you're going to need if you hope to escape this

hell-hole. If only you could summon your familiar... But that's out of the question - you seem to have forgotten his name.

Eventually, of course, you will manage to escape the cavern that imprisons you, and will find yourself in the labyrinth of caves under Mike's castle, where the game proper really begins.

GACKED? Yes, I think so, and with fairly ordinary but acceptable graphics, some humorous replies, and reasonable problems. I liked it - especially its price.

- | | |
|--------------|---|
| ► VOCABULARY | 7 |
| ► ATMOSPHERE | 7 |
| ► PERSONAL | 8 |
| ► VALUE | 9 |

Quest for the Golden Eggcup

- SUPPLIER: MASTERTRONIC/SMART EGG.
- MACHINES: SPECTRUM, COMMODORE 64/128, AMSTRAD CPC.
- PRICE: \$1.99.
- REVIEWER: KEITH.

Written by Harvey Lodder and Nigel Brooks, *Quest For The Golden Eggcup* is a zany romp. In which you are given your quest by the highest authority - God!

He appears before you ("Hello, I'm God," he says) and commands you to retrieve his stolen golden eggcup, or be turned into

an egg and eaten for breakfast.

"Probably poached," he adds.

After all, I imagine a soft-boiled egg is none too easy to tackle without an eggcup - even if you are omnipotent. Mind you, not that God is over chuffed with his omnipotence - throughout the game he is prone to turn up and whine about it not being all it is cracked up to be.

This adventure has superb graphics, full of detail and colour

Remember the instant graphics on UK conversions of Scott Adams adventures, generally reckoned to be among the best on cassette at the time? These are better, certainly on the Spectrum version which I played. They display instantaneous - there is none of that blinking flicker, from which

Adventure International! Adventure Soft games used to suffer. They are the work of ex-Ram Jam graphic artist Simon Dunstan, who

Smart Egg enlisted for this, and future, projects.

From Smart Egg, the people who brought you Rigel's Revenge, comes this professionally produced, totally irreverent and comic adventure, that doesn't offend, at a wonderful price!

- | | |
|--------------|----|
| ► VOCABULARY | 7 |
| ► ATMOSPHERE | 8 |
| ► PERSONAL | 8 |
| ► VALUE | 10 |

Cloud 99

- SUPPLIER: MARLH GAMES.
- MACHINES: SPECTRUM 48K; SPECTRUM 128K.
- PRICE: £2.95.
- AVAILABLE: MAIL ORDER ONLY FROM: MARLH GAMES, 19 BRIAR CLOSE, NAILSEA, BRISTOL BS19 1QC.
- REVIEWER: KEITH.

Did you realise that the weather is all controlled from Cloud 99, where, currently, Jack Frost has gone berserk, and messed

it all up? After a strange dream, you awake in bed, to find your bedroom bathed in a bright light, and a voice calling your name.

After gathering up anything useful you find lying around the house (well, adventurers always do, don't they?) you pop outside to see what an earth is going on. There, hanging above your

garden, is a bright white cloud, with a ladder suspended from it. You hop on the bottom rung, and climb up.

Soon you arrive outside the gates of Cloud City and once inside, your task is to put things right. The weather is controlled in a series of specialist rooms, like the Hall of Mists, Sun Square, and Snow Hall. But all is not well, and alas, the hammer and drums in Thunder Hall lie quiet.

This is a light-hearted adventure that is not too deep, nor too difficult, and is fun to play. Powered, the game supports speech to characters as well as full sentence input, plus a

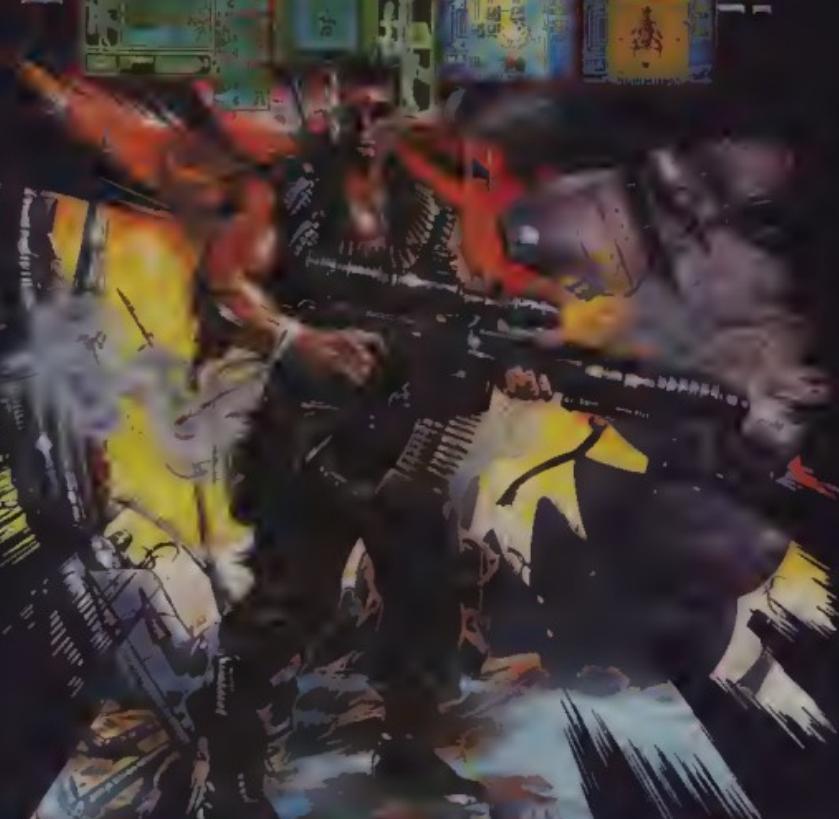
RAMSAVE option. The two separate versions (48k and 128k) come on the same tape. The 48k version is text only, but the 128k has some attractive graphics, more detailed descriptions, and more objects hidden, rather than just lying around.

A recommendable budget adventure, that is a lot better than many commercial adventures available for the same price.

- | | |
|--------------|---|
| ► VOCABULARY | 7 |
| ► ATMOSPHERE | 7 |
| ► PERSONAL | 7 |
| ► VALUE | 8 |

THE

WINDFALLER



Imagine
the name
the game

After four years of living underground, the earth has been blasted to rubble. Seven survivors have survived to re-inhabit the land. One man must face the final enemy. He is the Vindicator. Across a tortured landscape against incredible odds he must battle through to the earth's stronghold, down into maze-like corridors lined with mutated guardians until he reaches the inner sanctum of the dark overlords to strike the final blow of retribution.

Become the Vindicator in this multi-sensory game of survival as state-of-the-art graphics take you on the adventure of a lifetime.

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AND



ROCKET DANGER





ROCKET RANGER!
FROM...

CAN ROCKET RANGER
RESCUE THE PROF?
WHAT IS THE TEMPE
IN THE JUNGLE
AND WHO ARE THE ZOMBIE
WOMEN ON THE MOON?
ONLY YOU CAN FIND
OUT WITH
ROCKET RANGER!

IT DOES!

JUST
CALL
ME...

WHOOO-OOO!

OUTSIDE
THIS HAD
BETTER WORK /



BUT AT THE HOME OF PROFESSOR BARNSTOFF
ACCOMPANY US TO
OUR ZEPPELIN...
OR YOUR
DAUGHTER DIES!



CODY EAGERLY READS...

To
TAKE
OFF

PRESS BUTTON
WITH EACH
STEP...

ROCKET!
ROCKET!
RANGER!

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I am going to penetrate the deepest
part of your base and destroy your Zergon
mother destroyed our civilization.

This ready before us hours of preparing our house
would end in building war three. In the
heat of the war with the forces of Bonk's Commandos,
the Zergon army was able to penetrate
unopposed and invade another planet.
With the help of energy beams, destroy the deadly
and powerful Zergon's destroy weapons.
Your task is to stop their invasion.

THE

SENTINEL

► MACHINES: BBC B, C64, SPECTRUM, AMSTRAD, ATARI ST, AMIGA.
► SUPPLIER: FIREBALL.
► PRICE: \$19.95.
► VERSION TESTED: AMIGA.
► REVIEWER: CHRIS JENKINS.

Love it or hate it, you can't ignore *The Sentinel*. Now that the Amiga version has been released, practically everyone has the opportunity to try one of the weirdest games ever written.

The Amiga version is a bit of a disappointment. In that it doesn't make any significant use of the micro's superior graphics and sound abilities. Turn the sound off and you could well be playing the BBC version.

That's not to say that the graphics are poor. Indeed, they're quite unlike anything you'll have seen in any other game.

Created using fractal techniques, the endless 3-D landscapes of *The Sentinel* consist of slopes, planes, and strange objects. Using the keyboard or mouse, you can change your viewpoint freely, scrolling the landscape to reveal ever new vistas of strange complexity.

Your aim is to defeat the hooded Sentinel of each level by converting objects into pure energy, and using it to transfer yourself to higher levels. To do this you must create new bodies for your Synthoid robot, and move into them.

You are first shown an overview of the landscape, showing the Sentinel, its Sentry henchmen, and the details of the topography. You can access an aerial view of the landscape at any time by aiming your viewpoint into the sky and pressing HELP. Around the landscape are dotted crystalline trees. These are your raw energy building blocks. Using the cursor, centre on a tree and press A to absorb it. You'll see it disintegrate and your energy readout at the top of the screen will increase. As you absorb energy, the Sentinel will become aware of you, turn to face you and start to absorb your energy. This means that you have to keep moving to survive.

As you progress you will come across other

enemies including Meanies, which project you at random through hyperspace unless you absorb them first. Losing your vantage point is bad enough, but unless you have enough energy, a jump will kill you.

You might find the strategy and fast thinking involved in *The Sentinel* fascinating, or you might



PRESS ANY KEY

▲ One of the weirdest games ever written.



▲ Endless 3-D landscapes created using fractal techniques

find it stunningly boring, but the fact is that you will probably never finish it. There are 10,000 levels to complete, each with an 8-digit access code which is revealed when you complete the previous level. Make sure you see *The Sentinel*, but before you buy, ask whether the thrill is likely to last for 10,000 levels.

► GRAPHICS	8
► SOUND	5
► VALUE	7
► PLAYABILITY	7
► OVERALL	7

UPDATE ...

This conversion of *The Sentinel* has been slow coming. It was released on 8-bit machines quite some time ago and was just as weird then.

Reviews

THE FURY

► MACHINE:
SPECTRUM/CDMMD/DOBE/
AMSTRAD.

► SUPPLIER: MARTECH.
► PRICE: SPEC £8.99/C64,
AMS £9.99.

► VERSION TESTED:
SPECTRUM.

► REVIEWER: MATT BIELBY.

'Faster you Saver Being
Harness for the Space Age
Demolition Derby,' says
the blurb for Maritech's
latest release, *The Fury*.

In an attempt to thwart
your right-to-left progress
over the track, enemy cars
appear and try to bump
you off the road or

continually drive directly
in front of you to stop you
from getting up to a
halfway decent speed.

There are three types of
race in all: Speed Trial (go
as fast as you can), Killing
Race (go as fast as you can
and shoot a few cars while
you're at it) and Tag Race,
where one car is randomly
selected as 'IT', and has to
touch another car in order
to rid itself of the tag.

The killing race is by far
the most dangerous of the
three, as although you can
buy rockets and flame
throwers to destroy the
other cars with, your
opponents are constantly
trying to blow YOU away.
To make matters worse,
from time to time the
screen will turn red and a
targeting cross-hair will
appear on the screen, and
if you're not quick enough
to avoid it, it'll lock onto
you and BOOM! It's all over
for you, matey.

The weapons available
to you come in all shapes
and sizes, and generally
the deadlier they are, the
more cash you have to fork
out for them. The flame
throwers come in two sizes,
one with a range of 8
metres and another with a
range of 20, and although
they're ideal for torching
the other cars out of the
race, they eat up your car's
gas guzzler.

► Cars look graphically anaemic

petrol like there's no
tomorrow. Railguns are the
standard form of weaponry
and come already fitted to
your car, but ammunition
needs to be bought in
order for them to function.

Although this all may
sound jolly exciting in
theory, it is in fact very dull
in practice. I was very
unimpressed with the
graphics of the cars. They
are small and poorly
defined, and the
amateurish scrolling fails
to give any real impression
of speed.

Last, but certainly not
least are the semi-guided
missiles which although
they cost positively
loads of money, are pretty
devastating if used.

► Gas guzzler as you can - yawn



correctly, and can wipe
out a whole group of
opponent's cars with one
shot.

► GRAPHICS

3

► SOUND

3

► VALUE

3

► PLAYABILITY

4

► OVERALL

3

UPDATE ...

Spectrum and Amstrad
versions on sale now, with
C64 cassette and disk
versions on sale in July.
No 16-bit conversions are
planned.

BIONIC COMMANDOS

► MACHINES:
SPECTRUM/CSM
64/AMSTRAD/AM PC.
► SUPPLIER: US GOLD/001
► PRICE: £8.99 SPEC £9.99
C64/AM5 £19.99 ATARI ST/PC
£24.99 AMIGA
► VERSIONS TESTED:
COMMODORE/SPECTRUM.
► REVIEWER: JULIAN
RIONALL

Bionic Commando made a brief appearance in the arcades towards the end of last year before sinking without trace – a shame really; it's a neat little game.

Still, that hasn't stopped US Gold from converting it to just about every home micro available.

Chances are that you haven't seen the arcade game – it appeared in very few provincial arcades – so here's a quick précis of the scenario, the player takes control of said Bionic Commando and attempts a solo infiltration of a five-level enemy fortress. Each multi-directionally scrolling level consists of platforms and obstacles which the commando negotiates. The objective is to reach the top right of the landscape, whereupon a points bonus is awarded, and the next level loaded from tape.

The mission starts in a forest, and the commando climbs through the foliage using his bionic arm, an extendable metal limb which is shot at objects above the commando and then retracted to lift him upwards. Shooting the arm diagonally and then retracting it slightly causes the commando to swing Tarzan-style – ideal for crossing chasms or moving from tree to another.

As the mission progresses things get decidedly harder. Level two has the commando climbing up the walls of the fortress, ducking out of the way of cannonballs,

deadly electronic laserfields and heavy boxes thrown down by soldiers in the battlements. On level three the heroic commando enters the fortress and negotiates the hazard-filled sewage system inhabited by giant robots and soldiers in large mechanical fighting machines.

Although *Bionic Commando* is essentially a platform game, it has enough neat touches to make it worthwhile. The extending arm is a brilliant idea which has been beautifully implemented; it really FEELS good, and swinging across gaps in the landscape is great fun. The action is frenetic throughout, with all manner of hazards to keep you on your toes. The graphics aren't outstanding; on both the Spectrum and Commodore the sprites are a little on the small size, but colour is used well, giving both games a generally pleasing look.

One thing that mustn't go unmentioned about the 64

version is its amazing soundtracks. Each level has its own fabulous piece of music, varying from a whacky 70s-style cop theme tune to a psychedelic mood piece. I thoroughly enjoyed *Bionic Commando*; it is a tough, yet highly enjoyable arcade conversion and is well worth buying.

Every tune is outstanding, and surely must rank amongst the best tunes yet written for the Commodore.

▼ Turn up the volume for the brilliant soundtrack

	SPEC	C64
GRAPHICS	7	8
SOUND	5	9
PLAYABILITY	9	9
VALUE	7	8
OVERALL	8	9

UPDATE ...

Both the Amstrad and Amiga versions are virtually

indistinguishable from the arcade version. The Amstrad version is also looking promising.

► Platform game, but with some nice tunes



F R A M E U P

Frame Up is being a little devious this month – but there is a good reason. One of the computer graphics masterpieces on this spread is not a reader's effort. It is a professionally produced image for the Commodore Amiga. If you can spot it you win a free game of your choice. Anyone can enter this competition – whether you are a micro artist or not. Just goes to show doesn't it – how good our readers' art is becoming. Keep sending them in – there is a super prize every month.



▲ The ghoulish 'MAMMO' game art by Tim... 20 weeks



▲ Thanks to Steve L with of Elmwood Games for this

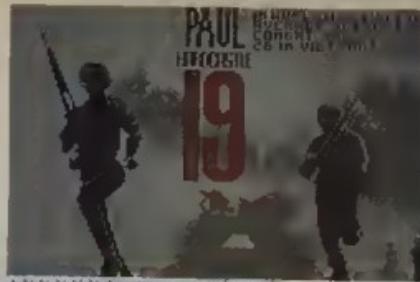


▲ The ghostly Evil Dead C+VG monster



▲ Pyramids and balls

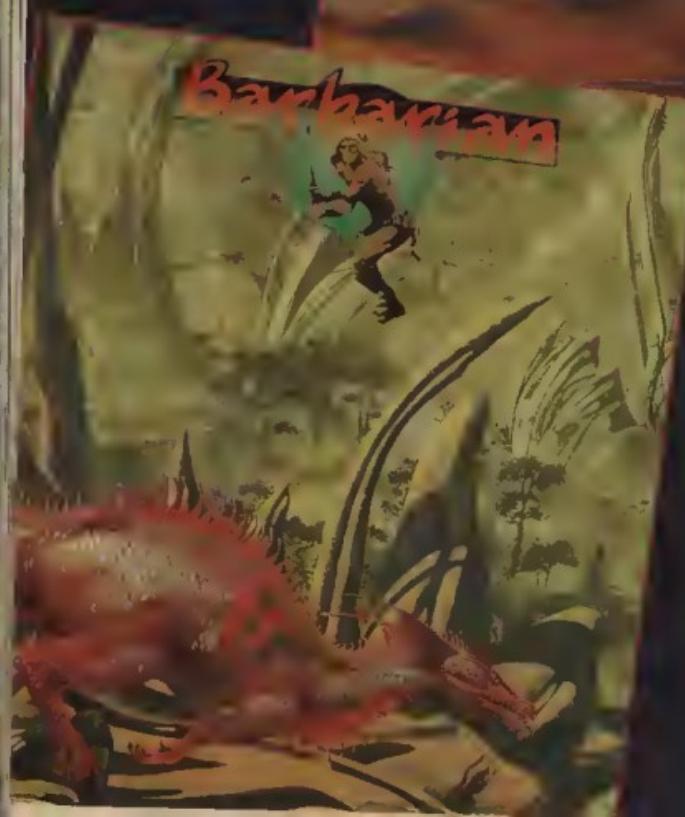






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Where were you in '62? In Baltimore they were addicted to dancing like *The Bug*, *The Corney Collins Show* – and enough *Hairspray* (PG) to punch a hole through the ozone layer!

Appearing on *Gilby's TV music show* is every teen's ambition and when Stacy Turnblad wins her place in the audience it enrages bratty beauty, Amber Von Tussle. Meanwhile Tracy's best friend Penny Pingleton is dating Seaweed, a black kid, and runs into the harsh realities of racism when he's banned from the show!

The era of brevity, hairdos and beatniks has been lovingly recreated by John Waters – the cult film maker responsible for outrages such as *Polyester*, with its scratch and snuff card which let the audience share delights like dirty sneakers and worse.

Now he's turned down the tastlessness to produce the funniest, sunniest film of the summer. But it's still got its – err – eccentricities. *Hairspray's* heroine Ricki Lake makes most teenage stars look positively anorexic while her mother is played by the equally overweight female impersonator Divine.

But it all serves to keep *Hairspray* spaced out in its own daffy dimension. It's a musical filled with fantastic sixties tunes! It's a message movie with two messages – black and big are both beautiful! It's weird and wonderful with a host of special guests, including Debbie Harry and Pia Zadora – the happiest, wackiest movie this year. Start spraying that hair!

If only the dance contest in *Salsa* – *The Motion Picture* (PG) was so much fun. But this *Dirty Dancing* imitator takes its tale of feuding youngsters and dance hall histrionics all too seriously – and trips over its shoelaces before it hits the floor!

Set in a Spanish quarter of Los Angeles, working-class life centres on La Luna – a salsa dance club. Rico is determined to win the annual contest but tension rises when the former 'Queen of Salsa' Luna, tries to replace his girlfriend and partner, Vicki, and teach him some lessons – not all of which have to do with

BIG Screen

If music be the food of love... movie man Ward R. Street will need a diet after this month's melodious feast!



▲ Divine stars in his last movie *Hairspray*.

dancing!

Rico's friend Ken is dating his sister Rita, leading to muchos teen anguish and even more Latin American music. There are enough clichés to keep fans of bad



▲ The Monster Squad



▲ The ever elegant Walter Matthau lives it up in *Couch Trip*.

movies on their toes but everyone else will want to sit this one out. Meanwhile the Transylvanian ballroom team of Dracula, Frankenstein, the Wolfman, Gill-Man and the Mummy have all turned up in small-town USA. Who ya gonna call? **The Monster Squad** (15) – that's who!

These teenage fear fans discover a book by one A Van Helsing – a dead giveaway that the undead are about to turn up on their doorsteps. Suddenly their favourite film frighteners are flesh and blood – or in the case of the Mummy, bandages and dust. The problem is, nobody will believe them.

So Sean, Patrick, Rudy and 'Fat Kid' – this really is the month for overweight heroes – set out to do the monsters before they do for the town. It's one hilarious thrill after another as they discover new ways to dispose of an ancient Egyptian and why werewolves wear trousers! They even persuade one classic creature to join them.

This isn't the first time the teenagers and monsters plot has been used but it's one of the best – a delightfully daffy roller coaster ride which packs more invention into its 83 minutes than most movies manage two hours. It looks great, is well acted and keeps you on the edge of your seat. You'd be mad not to like it.

While we're talking about madness – strap on your strait-jacket for **The Couch Trip** (15), in which a convict escapes from the mental institution where he's enjoying a relaxed regime, and poses as a psychiatrist who hosts a popular radio show.

As the cast includes Dan Aykroyd and Walter Matthau you might expect great things of this farce. But oddly something went wacky somewhere along the line. Aykroyd is fun as the con, gathering his radio audience on buses and taking them down to a baseball game for some group therapy, and Charles Grodin provides sterling support as the real doctor, recovering from a nervous breakdown in London. But there's too little sanity in this tale of madmen. It really is one trip you might want to forgo.

There's a similar lack of

continued ▶

sense about *Deadly Pursuit* (15), a thriller which goes way over the top - 7,500 feet over the Canadian border, to be exact - as it tells of an FBI man and his mountain guide in pursuit of a psychotic killer. The catch is that the murderer is holding the guide's girlfriend hostage!

It's a promising idea and begins well as the unseen psycho escapes from a house where he's holding the occupants hostage - even though he's surrounded by police. But by the time scowling Tom Berenger has dragged Sidney Poitier back in action after many years at the Fed, up the mountain, it's climbed the giddy melodramatic heights of *True Life Macho Adventures*.

Nobody would call Woody Allen 'macho' but every so often he feels the need to flex his dramatic muscles. Unluckily *September* (PG) finds him in serious mood once more and despite a packed cast, including Denholm Elliott and Mia Farrow, it's as enjoyable as a rainy autumn day.

A family gathers in their rural house to bitch, fight, burst into tears about men friends and the like, against a background of memories as they prepare to sell the place. When Allen gets serious he seems to lose his self-critical facilities. With its mannered dialogue it may all work better on stage.

In such a crowded month we can't mention everything, but a special word for *Vice Versa* (PG), the tale of a father and boy who magically swap identities. It doesn't open till 29th July, so I'll reviews it at greater length next month. Just room to tell you that it's an hilarious comedy thriller so go see it.

Back to the dancing with *Skoold Daze* (PG), though it's not actually a musical. Then again, it's not quite anything. There's some *Animal House* comedy, there's romance and there's a message about intolerance and integrity.

But what makes these university hijinks really different is that Mission College is for blacks. Spike Lee, who brought us the highly acclaimed, bargain basement *She's Gotta Have It*, has thrown in a bit of everything for his first big

BIG Screen



▲ Woody Allen's *September* budget movie. It's messy - and at two hours it's twenty minutes too long. But it's also bright and breezy and heartfelt.

At Mission the students divide into two groups. The hard core blacks are politically aware while the



▲ Michael J. Fox tries once more to escape his squeaky clean image



▲ The Pet Shop Boys acting! It couldn't happen here

Gammas Phi Gamma fraternity seem more interested in initiating the ways of white students. It focuses on the hilarious rituals of the Gammas, and the rivalry of radical Dap and cool dude Julian and their girlfriends - rivalry which is likely to turn into a dance number at the drop of a challenge!

Don't be put off by its heavy-sounding theme or its lack of discipline though. For the most part *Skoold Daze* bubbles along like they really are the best days of your life and it's a true original. The report reads. 'Bags of enthusiasm. Will do even better in future.'

Better school than *The Pet Shop Boys* in their first film, *It Couldn't Happen Here* (15). It Shouldn't Happen Here is a fairer title for this mush-mash of supposedly-meaningful and heartfelt images - rather like their songs you may say.

What? You don't say! Then you're probably a *Pet Shop Boys* fan so ignore all my grumbles about this trip through a Britain stacked with second-hand surrealism in the hope of convincing us that Chris and Neil are really deep and sensitive. For the rest of us, this is what we always feared - a runny minute promo film!

At least *Prince* concentrates on doing what he does best - which is performing on stage. *Prince - Sign 'O' The Times* (15) is a brilliantly well made documentary of his show. Now I'm no fan of the Purple Poser, but the sight of Sheila E. pounding the drum kit is one even I won't forget in a hurry.

Salome's Last Dance (18) isn't another *Dirty Dancing* imitator but a version of Oscar Wilde's scandalous play, set in a brothel, with the tarts taking the parts and Wilde and male friend in attendance. Only one director could be responsible - the equally scandalous Ken Russell!

It tells the story of the princess Salome, who demanded the head of John the Baptist on a platter, presumably because she's tired of Big Macs. Russell's idea of outrageous decadence is to have everyone's nipples painted gold or silver, which is neither wild nor Wilde! He should take a few lessons from John Waters.

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- MACHINES: SPECTRUM, CBM 64, ATARI ST.
- SUPPLIER: US GOLD.
- PRICE: SPEC/64, £9.99
ST, £9.99.
- VERSION TESTED: ATARI ST
- REVIEWER: CHRIS JENKINS.

The eagerness with which each new *Gauntlet* clone is greeted never ceases to amaze me. After all, the original is still the best, and if you endlessly blasting hundreds of boring sprites on countless similar levels, you might as well stick with the devil you know.

Mind you, *Shackled* has a lot going for it. Apart from the Commodore 64



▲ *Gauntlet* done with a little more variation



enough variation between levels, though I admit I haven't completed all 112.

Fast moving and imaginative, then, but not perhaps original enough to sustain your interest in the long term.

The Amstrad CPC version is almost (but not quite) as poor as the Commodore 64. The characters are

SHACKLED

version, where both the graphics and sound effects are truly dreadful. It looks good, and there's a little more variation to the gameplay than you'd find in *Gauntlet* itself.

The plot's pretty straightforward. Your comrades-in-arms have been captured by the forces of evil, and chained up in cells situated in a labyrinthine castle. Your task is to save them, lightning off the enemy monsters as you go.

The scenery is seen from a top-down perspective, pretty similar to that of *Gauntlet*, but rather than a lot of open space there are large areas full of narrow corridors. As you find cell doors, you open them with magic keys (conveniently left lying around as usual) and enter the cell to rescue your chum.

Each friend carries a special weapon which can be used against the baddies, which include knife-throwing ninjas, giant ogres, energy draining blobs and archers.

Your extra weapons include knives, arrows, balls of fire, shields and speed-ups.

You'll need the

speed-ups, because lovely-wovely though your friends are, they don't half slow you down as you try to make for the exits! If you reach the final door on each level, you get through to the next and earn bonus points according to the number of people you've saved and the number of enemies snuffed.

Although there's no strategy as such involved in *Shackled*, there's a certain style of play which you have to adapt if you

want to survive. Move fast, hit hard, don't get trapped in corners, and watch yourself as you traverse narrow corridors. Because the scenery scrolls in four directions, it's easy to run into a squadron of archers hidden, say, at the top of the screen.

While the characters and effects (such as jets of flame) on the ST version are very artistically designed, the background is a bit of a disappointment, featuring large lumps of unwanted colour. There also isn't

▼ *Shackled* Joneses out on graphics and sound effects



bland, the sound effects unimaginative and the backgrounds similarly afflicted by big blank blocks. All the versions have a misleading error on the packaging; the ST screenshot is labelled "Amiga version" and vice versa.

► GRAPHICS	7
► SOUND	7
► VALUE	6
► PLAYABILITY	7
► OVERALL	7

UPDATE . . .

Although *Shackled* is a conversion at a Data East coin-op, the machine doesn't seem to have been widely distributed in this country. Basically the 16-bit versions seem to have come out quite well, while the 8-bit games are disappointing with the surprising exception at the Spectrum.

You can expect to see versions for Spectrum Plus, Three disc and MSX in the next couple of months. A more sophisticated Amiga version is also in the works.

JUST THINK



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► MACHINES: C64, CRIM
► SPECTRUM
► SUPPLIER: GOLIATH GAMES.
► PRICE: £9.95.
► VERSION TESTED: C64 CRIM 64.
► REVIEWER: GENE SIMMONS.

Goliath is a name you may not have heard a lot about, but it's a name that will be talked about quite a lot, considering the strength of this, the company's first entry into the software market. It is, and this is no exaggeration, the best ever football manager game, ever, in the history of the world, no messing, straight up, honest. A claim you'd normally only hear from a PR company, but for me to write it, it must be something good.

You are given the task of managing the England squad, or any of 54 other countries, and gently nurse-molding them through first the European Cup (Nations Cup) and then the World Cup. As far as I can remember, and that's quite far despite my tender years, there has never been a true managerial game. There's always been a bit of administration and accountancy thrown in, which I have always found

TRACKS MANAG

SPAIN

1 - 0

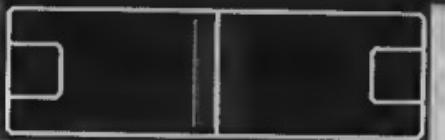
E. LACEY HITS 1ST TIME SHOT...

GOAL

KICK OFF

TIME

11:00



PAUSE

SUBSTITUTE

▲ The action is described in Brian Moore's speech.

NEWSPAPER REPORTS

DAILY SLOG

SPAIN WELCOME NEW MANAGER

SPORTING KNIFE

EUGENE LACEY GREETED WITH OPEN ARMS BY SPAIN

▲ The press approves of a mega transfer deal.

to put a dampener on the fun.

In *Tracksuit Manager*, you are only the manager. You know how they're going to play, and above all, win.

Glancing back over the four managerial duties, some of you might stop and think to yourselves that one and two have been done before, but what's this thing about 'how they're going to play'. As well as tackling an almost untapped field of the genre, namely international football,

Goliath have gone for a far more involving and sophisticated approach to the match. With the use of a couple of menus, you can piece together a very complicated strategy very quickly.

Using the Team Tactics menu, you can set formation, playing style (attacking, defensive), length of passes, tackling, style, general defence system (sweeper, offside trap) plus a general guide to how you want the team to play the full match (slow build up, fast build up, fast

SUIT GER

The incredible thing about the matches is the commentary. Whilst playing, you are given a running update on all action on the pitch. Stuff like "Lacey gets the ball, Lacey runs upfield. Williams brings down Lacey" and so on for the length of the match, which incidentally, is variable. Anything from sixteen seconds to 90 minutes, by using the joystick to give all the details about the match, such as the number of goal attempts, fouls, bookings, sending offs and more besides. The same thing happens after any

less than five statistics at Brilliant level.

All of the usual stuff is also contained, such as group tables, fixture lists and the most impressive score reports I've ever seen. The one thing that really adds pleasure to the game and can decide whether you feel good or not about your 1-0 win over Albania are the newspaper reports. After every match you play, you are given two newspaper headlines from the Daily Slag and the Sporting Knife. "Cute" little messages like "Simmons goes up" and "Gene leads us to victory" along

with many more can boost or drop your ego.

The whole game is joystick controlled and all options are selected from a little bar at the base of the screen. The presentation is very clean and professional, with the screen divided and redivided into various windows and any and all useful information is always on-screen.

As I've already stated, *Tracksuit Manager* is the best ever managerial game and a very impressive start for Goliath. If you like football get it. If you like strategy, get it. If you want one of the best 8-bit games around at the moment, get it.

TEAM TACTICS

FORMATION

ATTACKING STYLE

MARKING SYSTEM

PASSING STYLE

TACKLING STYLE

DEFENCE SYSTEM

EXIT

4-3-3

ATTACKING GAME

NORMAL BUILD UPS

ZONAL MARKING

LONG PASSING GAME

STANDARD TACKLING

SLEEPER SYSTEM

► GRAPHICS:	7
► SOUND:	N/A
► VALUE:	9
► PLAYABILITY:	9
► OVERALL	9

Update ...

The Spectrum version is identical to the 64 version in playability and layout, with some screens slightly altered with different character sizes and different sized windows.

Even as we speak, plans are being drawn up for 16-bit versions later in the year.

* Individual strengths and weaknesses are listed

counter attacks). All this generalisation not involving enough for you? Fine, just switch to the player tactics menu. With this you can tell a player exactly how to play, where to mark, where to play, whether to take free kicks, penalties, throw-ins or corners and lots more.

The matches themselves are a piece of masterful programming. A small diagram of the pitch and a highlighted bond provide all the graphical bits with the purpose only to show where the ball is

other matches, which amazingly only take less than a second to play.

The main aim of the game alongside providing hours of fun, I am told, is accuracy. Over a thousand real players are contained within the program, and statistics are held on all of them; such as passing accuracy, confidence, skill, heading accuracy and lots more, along with their home clubs, caps and goals scored. Needless to say Maradonna is the best player I could find, with no

E. LACEY

ATTACKER

PASSING : GOOD
TACKLING : EXCELLENT
HEADING : GOOD
REACTION : GOOD
SKILL : USEFUL
CONFIDENCE : O.K.
SHOOTING : NOT GOOD

CAPS : 8
GOALS : 8
CLUB : CUG ROVERS

EXIT

4 Just look at these stats... skills

Play By Mail

PBM'ers MEET IN SHEFFIELD

Yes, they have confirmed to me that this year there is going to be a SECOND PBM convention! Going under the name of "The Great Northern PBM Convention", it will take place on 15th October at Sheffield Polytechnic, Sheffield, between 10 am and 6 pm.

As I write they are in the process of inviting 20 of the biggest P.B.M. companies in the UK to the convention, as well as a handful of smaller ones. Further details of the actual companies attending will be released in my next column. However, at present I can confirm that they are organising Live Role Playing sessions (Participation and Demonstration), an Open AD + D Competition, Wargames displays and participation, a bring and buy sale, loads of Fantasy Role Playing Games to get involved with, the "Alternative" PBM awards (worst Company etc), quizzes and competitions, a fanzine stall, PBM lectures and seminars, plus Computer game competitions. Also, thanks to the forthcoming changes in the licensing laws, the professionally run bar and cafe will be open all day!!

Sheffield Polytechnic is directly opposite Sheffield BR station. The event is taking place in the Main Hall, plus surrounding lecture theatres, on the Pond site.

The entrance fee is £2.00, but once again I have managed to secure a discount for C + VG readers. Anyone who writes to me at C + VG with a cheque P/O for £1.50 made payable to the BPMA plus a sase will not only make a saving of 25 per cent but will be guaranteed to receive a ticket.

The Sheffield venue has a smaller capacity and there is a realistic possibility of a sell out. Consider yourself warned!

PANGEA SHELVED

I know for a fact that one PBM company that won't be turning up to the Sheffield PBM convention will be Anvil

It's me, Wayne. Lots to write about this month, like board games featuring your favourite superheroes, and a couple of Fanzines. No time to waste.

Games, who used to run *Pangea*. I have received a letter from them stating that due to personal reasons they have had to close down their company and cease running the game. The GMs have assured me that all players who have credit in the game will receive their money back in the long run.

up in the game or old players who get wiped out and wish to recommente will be placed on a waiting list for the moment, until a new place is available. To speed up turns, Andy is employing the use of a modern word processor which will also allow him to update the tokens on a daily basis.



CRASIWORLD LAUNCHED

Another big chance in the PBM world is that KJC have recently leased off the rights for their first ever game, *Crasiwold's World* to a new company called "Crasiwold", run by Andy Smith. Andy, who was one of KJC's long serving GMs, has asked me to mention that all correspondence should be sent to him c/o: Crasiworld, 4 Crescent Avenue, Cleveleys, Blackpool, FY5 3JE and that at the moment he is limiting the membership of the game to keep the turn around time at a minimum. This means that new players who wish to start

MIDGARD NEW RULE BOOK OUT

Talking of new rulebooks, Mitre, games has just issued version 3.1 of the Midgard rulebook. This takes into account the fact that Mitre has just amalgamated both the US and the UK version of the game and it aims to iron out any inconsistencies that existed between both versions of the game, on different sides of the Atlantic. It looks much better written and the rules are explained with a welcome clarity. I especially like the naval rules revisions in respect of ships and combat. The rule book costs £5.00 and further

turns are £3.00 each. Anyone interested in this thinking person's PBM should make all cheques payable to Mitre and forward them via C + VG

Standard Games still has a few places left in their C + VG game of *Dark Blades*. You could win a gold plated dragon, which measures over 12 inches in length and breadth, and is valued at over £1,000, as well as many other prizes! Full reports of the C + VG game will be featured in my next column. If you are interested in taking part in what I consider the best presented PBM game to date, drop me a line with a cheque/P.O. for £5.00, made payable to Standard Games and I will ensure that you get in the correct game.

FANZINES

• PBM SCROLL No 2

• (70p) by Philip Rankin

Contains hints and tips on the Boss level of *R.I.A Crime*, plus reviews of *Gameplay*, *Akimmor* and *League Soccer*, as well as part one of a PBM directory, giving the full details of certain PBM companies. Although the printing quality varies from issue to issue, it is humorously written.

• PBM SCROLL No 5

• (No price given, but worth about 85p in my estimation) by John Woods

Very well put together issue, with *R.I.A Crime* and *League Soccer* covered once again, plus a few other sports games, including European football and Aussie rules! Other games covered include *Spiral Arm* and *Crisis*, as well as a couple of amateur games that I have never heard of.

GOING DUTCH

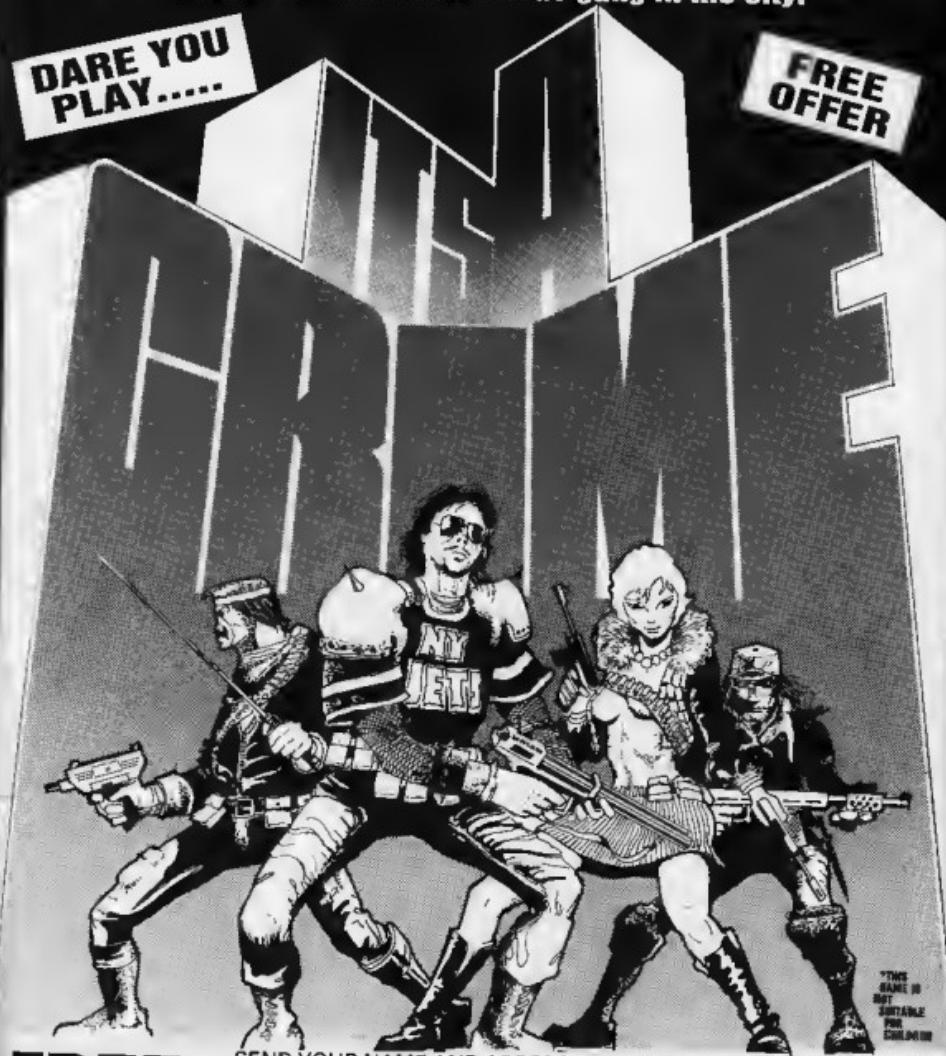
To close this month's column, a large PBM company, which is based overseas, has asked me to remind foreign players that not all PBMs are written in English. *Fantasia Arena*, a Dutch company co-run by Paul Hartman, runs a wide range of PBMs that are written in their native language. If you can read Dutch and are interested please contact: *Fantasia Arena*, Van Bassemstraat 118, 3067 ND, Rotterdam, Holland.

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THIS
GAME IS
NOT
SUITABLE
FOR CHILDREN

The interest in FRP is growing on a daily basis out there if the size of my massive mailbag is anything to go by. This month we take a look at the game based on Marvel Comics' super heroes, the latest *Dark Blades Expansion*, plus a round up of all the latest FRP news around the country. By the way, don't forget to keep that mail flooding in!!

FANtASy

Marvel Super Heroes

► PUBLISHED BY:
MARVEL/TSR.
► SUPPLIED BY: GAMES OF
LIVERPOOL.
► PRICE: £8.95.

As an avid comic collector and AD + D aficionado, imagine my delight when I discovered that Marvel comics and the creators of the world's most popular role playing game, TSR, had got together to create a game whereby you could play your favourite comic superhero's! A million and one possibilities swept my mind, as I ripped open the box and began to read the enclosed "Battlebook".

The 18 page *Battlebook* is aptly named as its main function is to inform you how to resolve the many combat situations you will inevitably find yourself in. It also explains how to play the game. Basically you can choose to play one of eight predetermined famous heroes: Captain America, Captain Marvel, Spiderman or

Wolverine, or any number of the Fantastic Four.

All hero's have seven major abilities, which ranges from Strength to Psyche and four minor ones. Playing the game is simply based around "The Universal Table". This allows you to calculate every result you will ever need, quickly and efficiently. The table is divided up like bar graph, with numbers from 1-100 down one side, and all the characters abilities down the other. All you have to do is roll two ten sided dice (which are enclosed), giving you the random number you need and then cross reference the result between the two on the table. The result you get is a colour, which tells you whether you have failed, succeeded, done something special, or done something spectacular, which is not always to your advantage.

If you find this too simple, then there are some advanced rules that take the game a step further and introduce other

factors, which mean recalculating the results of certain actions by moving up and down the table. However, even this is not that complex

special environments. A nice touch is that the relevant Marvel character introduces and takes you through the subject that they specialise in. For example Dr Strange takes



All this Marvell rale playing gear for less than nine quid

and takes only a short while to master.

The 48 page "Campaign Book" makes very interesting reading indeed. It explains that the game is run by "The Judge", who controls all the supervillains, thugs and other 'Non' Player Characters like, Auntie May, Spiderman's relative. The judge's job is not easy but, by the same token, it is the most enjoyable. You have to have a bit of a knack for telling stories and entertain the players. Furthermore, you have to tailor the game to suit your players' needs, find out what your players prefer and adjust your adventures accordingly.

The book covers many topics such as magic, vehicles, heavy artillery, building special



This set includes the X-Men of a few years ago, not the present team



Pack contains eight cards

Role-Playing

items, alien technology and magic, whilst Mr Fantastic take you through the building special items sections. It helps you flush out your whole game and provides you with a constant source of invaluable aid. It can also help you create the role playing version of your favourite superheroes, such as Date Devil and Iron Man who are not covered in this game.

The aim of the game is to achieve more Karma. The more Karma that you can accrue, the more you can increase and improve your natural or unnatural abilities. However, be warned, Karma is more easily lost than it is gained, as not only do you effect your karma by being a super hero, but you also effect it when you are in your secret identity. For example, if you stop a major crime, then you will gain a certain amount of Karma, but if when you were stopping the aforementioned crime you were supposed to be taking your loved one on a date, then you will lose the Karma that you have gained! Karma can also be sacrificed to temporarily effect your powers in certain ways. How you do this is up to you.

I then flipped through the official game adventure, "The Day Of The Octopus", by Bruce Nesmith. Without giving too much away, you have to thwart Dr Octopus and his team of super villains who are intent on stealing a suit of power armour. The Mighty Thor is by your side to help you in this tough challenge.

Overall, I liked the game. It is easy to play, fast, exciting and full of action. It is well written in a humorous, non-condescending manner and excellently packaged. The drawings are superb (they should be as they have a fleet of the world's best artists at their fingertips) and the enclosed large double sided map is a nice touch.

My only real criticism is leveled at the dice and the character counters. The dice are so awful, that they give you a crayon to colour them in with so you can see the results better and there are simply not enough character counters to complement the game.

I liked the game overall, especially the way that you could unintentionally lose Karma and eventually end up being hated by the public. To quote the booklet "No-one said being a superhero was easy!!"

- PLAYABILITY 7
- COMPLEXITY 4
- BASIC GAME 4
- ADVANCED GAME 6
- ENTERTAINMENT VALUE 7
- VALUE FOR MONEY 8

Dark Blades Expansion Set

► SUPPLIER: STANDARD GAMES.
► PUBLISHER: STANDARD GAMES.

This booklet contains twenty scenarios for you to play in association with Standard's board game, *Dark Blades*. However, as you probably know by now that all Standard's games are based on our systems throughout, and therefore these games can also be played in conjunction with the likes of *Cry Havoc*, *Siege and Deliverance*.

Some of the scenarios require

and you can see that Standard have come up yet again with another winner of a package. For example, take the case of Quill the Wizard who has been challenged to a magicians duel by a rival Shamau. The aim is to see which one of them is the best wizard. Quill has been forbidden to attend by his leader because he is too valuable to be killed in a petty squabble, but



A Dark Blades expansion set contains forty magic tokens.

additional maps and these can be cheaply purchased from Standard via mail order. This is not a must however, as with as little imagination, some hex paper and a modicum of artistic skill you could design your own maps to suit the relevant scenarios. The decision is really up to you.

The scenarios cover all different kinds of encounters and they range from rescuing a dragon to herb gathering! They have one thing in common though, and that is that they are interesting. Add this to the fact that they are original to boot

whilst he was otherwise engaged. Quill slips out of the camp with a few of his most trusted companions to settle this matter of honour. Meanwhile, the rival Shamau is waiting with his "Companions", that consist of two war dogs and a slow thinking Beserk! An interesting conflict would arise naturally, however, Standard have brought in some new rules that make it even more entertaining.

The Expansion kit also includes 40 count 'em! new magic tokens which change the game. *Cont p 79*



and super heroes.

FANTASY ROLE-PLAYING

Continued from p. 77.

dramatically. Some of the new spells are very powerful and they serve to make the spell casters more relevant and important to the game. One spell, "Aler Terrain," has lead to Standard including a new sheet of terrain pieces with this package to cover the effects of the spell. Also, not being people to waste space, Standard has included various cut out valuables and pieces of a 2D wizard tower.

The other spells include "(k) mortally pain", which causes certain knights to suffer a pain so immense that they have to bang their heads against the floor to get rid of it, which of course causes them damage, to "Flame Fingers", which causes everybody in a certain area to suffer wounds from a fireball. There are a great deal more spells but lack of space stops me going into greater detail.

If all this is not enough, Standard has added two more items which enhance the game greatly. The first is the additional optional missile rules, which give realism and depth to all the missile weapons, and this includes everything from throwing daggers to long bows. The second is the Character Advancement rules, which enable you to improve the fighting skills of your favourite characters. By using the tables

provided, and by recording accurately your characters' experiences, it is possible to progress within the game frame work. You should bear in mind that this system is reversible and you can regress in levels as well as progress. A general rule of thumb is that if your characters adhere to their aims and are successful, they will gain skills, however, if they drift from their principles and fail in battle, they will find themselves off the slippery slope down the skill tables.

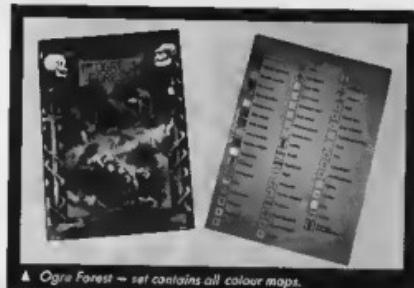
A good value for money package that will provide hours of entertainment. This is because the scenarios fit in with so many of Standard's games.

- PLAYABILITY 8
- COMPLEXITY 6
- DESIGN 8
- VALUE FOR MONEY 8

Ogre Forest

- Mega games, who brought you the all new Mega Role Playing system, (reviewed in June's C+VG) has now released their first scenario. Titled *Ogre Forest* it is

designed to give starting adventures for inexperienced players, characters and GMs. These ready to play adventures are very useful when a GM plays the Mega



▲ *Ogre Forest* → set contains all colour maps.



▲ Scene from the huge separating screen in OGRE FOREST.

System for the first time.

The module contains two separate adventures called *The Return Of Twain Alderyn* and *Ogre Forest*. They may be linked together if necessary or can be run individually.

All the maps, outdoor and indoor are shown on the cover in colour as well as on a separate sheet. The outdoor maps are designed in such a way that they will fit easily into an existing world or campaign.

An experienced GM should be able to make even more out of the adventures than is just supplied, as special missions, interesting encounters and so on will give the players more to deal with. Many additions could be made as a direct consequence of the players' actions in each scenario.

Both scenarios are interesting. *The Return* is a short encounter based around a house that is rumoured to be

FANTASY ROLE-PLAYING

Continued from p. 79.

haunted. It is ripe for thieves and the like to use as a hide out, however, whatever way you play it, you should find a twist in the tale. *Ogre Forest* is the longer scenario, which mixes up Ogres, Kidnappers and a trip through the forest together with an interesting story line. Success depends a lot on roleplay and hack and slayers

"Mannish Races" vol II, a lot of you have asked me to give you more details about the actual game. Well, at the moment the game is available in two forms, a boxed set and the solitary rulebook.

The boxed edition sells for £9.95 and is beautifully packaged and the artwork is just out of this world. For your



▲ Role playing adventure in Ogre Forest.

could be in for a bit of a hard time.

My booklet came accompanied with a big, colourful Dungeon Masters screen which, for the uninitiated, is plonked in between the Dungeonmaster and the players to stop them peeking at classified info.

Once again my main gripe is with the artwork. It is terrible! The colour maps are acceptable, but the black and white artwork just makes me cringe. However, as the price is around £4.50 I can forgive them this time because the rest of the product is well put together and it is easily convertible into other games systems.

After reviewing the Middle Earth Role Playing System (MERPS) scenario, "The

money you receive the MERPS rulebook, a 32 page introductory adventure booklet, a 16 page layout booklet, a set of full colour stand up characters and the relevant dice.

The rulebook alone sells for £6.95 and the game can be played straight from the booklet. The rules cover combat, races, magic, professions and everything else that you can think of. Also included is a complete starting adventure in the Trollshaws region. The whole package is written in a player-friendly way and if you like Tolkien, this game is definitely for you. Personally, I believe that it is worth laying out the £3.00 for the extra background that is covered in the boxed set alone.

Cardboard Characters

OK, so you've bought a fantasy role playing game, played it for a while and are just getting to grips with it. You want to improve upon your game's settings and make it more visual, but you cannot afford the lead figures or accessories, so what do you do? Easy! You go out and buy the latest *Dungeon Accessory Pack* from Standard Games, which is No 2 in the series. For £3.95 you receive 12 A4 hard cardboard sheets that can be cut up into many individual objects.

The sheets range from small things like swords, treasure

piles, vegetation, and paving stones, to larger items like rafts, boats, ships and roofs. They are all very well illustrated and sturdy, so they will last for a long time. My favourites were the doorways and windows, which are uniquely designed. One nasty double doorway is like going through the mouth of some hideous demon and the windows above it are designed to make them look like eyes! A good test of any brave adventurer's metal. Also if you have a steady hand you could cut out the picture on the cover of the box and use that as well.



▲ Box full of accessories for just £3.95.

You are competing against the world's greatest in the greatest and toughest series of winter sports yet devised. Seven events to test your skill and nerve to the utmost; each one with

Winter Games

its own individual demands. Practice, patience and more practice are required to stand any chance of a medal. You can do it; you will do it!

And what's more you'll have a great time trying!



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Up to 4 people race down
steep tracks in a bobsled
with disc brakes and
steering.

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Skate on an oval track
of ice at high speeds
and through turns in
the quest for gold.

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in pairs in a variety of
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and steering.



Ski Jumping
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down steep tracks in a
bobsled with disc brakes
and steering.



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Up to 2 people race
down steep tracks in a
bobsled with disc brakes
and steering.



Epyx

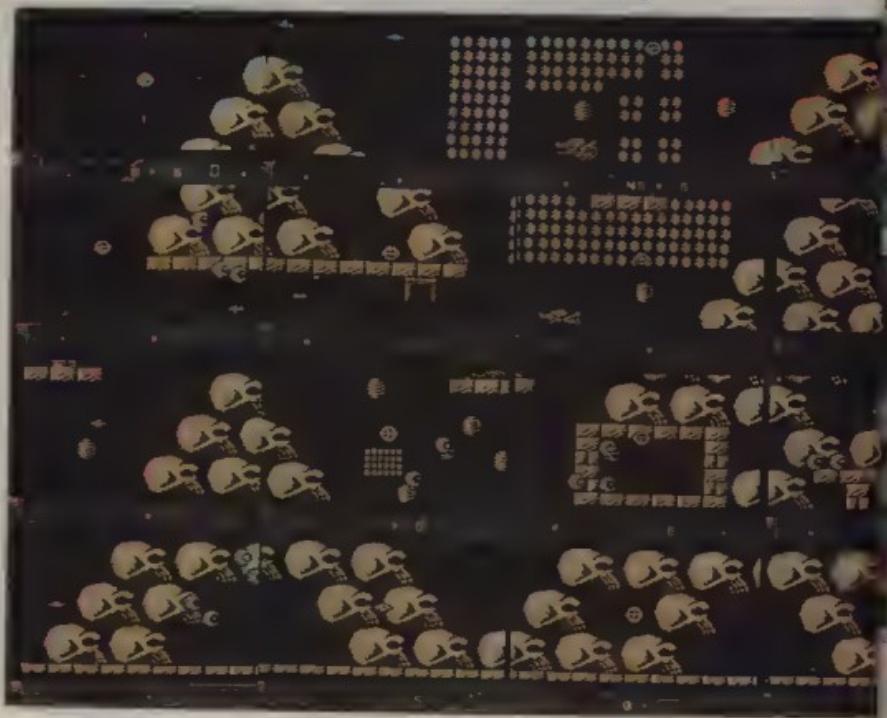
Available for Amstrad CPC, Cassette & Disk, Atari ST Disk, CBM 64/128, cassette & disk, MSX 64 Cassette, Spectrum 48/128K + 2 Cassette, Spectrum + 3 Disk

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Play Masters

Here's an exclusive preview and map for ace shoot 'em up *Netherworld*, hitting a shop near you soon on every format you can think of. That means all the Spectrums, Amstrads, C64, Atari ST and Amiga.

NE



Netherworld, covered in *Fax* last month, is a brand new shoot 'em up from Hewson, programmed by Jukka Tapanimaki, a Finn who they insist on calling "Charlie T".

There are twenty four levels of a mysterious limbo state where a set amount of diamonds have to be collected in order to buy your way out of a level using a teleport. In your way are a horde of monsters - from dragons to fireballs - created by the monster generators. Dead aliens leave behind glowing icons which you can pick up in your revolving ship. These include extra points, extra speed (these look like arrows, but slow you down if you collect more than three of them), a skull and

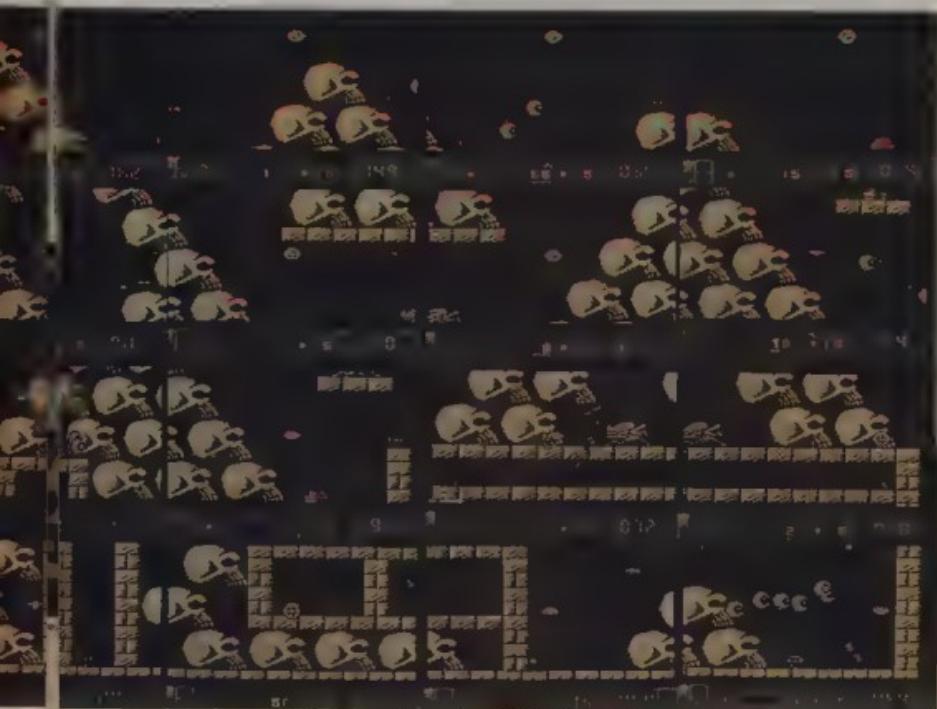


A Level 6 You can see your ship's multi-directional firing



B Level 8 Things are getting

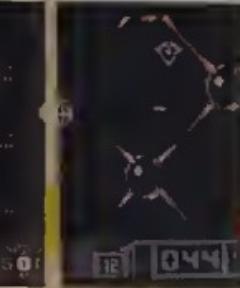
ETHERWORLD



crossbones shaped thing that destroys everything you touch and surprise bonuses which can give extra lives, invincibility, or can send you out of control.

The game includes movable rocks which you can use to block off the alien bad guys, or can squeeze until it becomes a diamond, teleports and time bonuses.

Here we take you through level five, a fairly typical level, and normally about the place in any game where it all starts to get a bit hard, and help becomes pretty damn useful.



Against a silver moon ...
an awesome shape emerges ...
rumbling towards its destiny.



STRATEGY



SIMULATION

CBM 64/128
£9.99 cassette £14.99 disk

Amstrad

£9.99 cassette £14.99 disk

Atari ST

£19.99 disk

IBM

Gremie Graphics Software Ltd., Alpha House,

50,000 tons of awesome
power knives its way
through an ink black sea!



ST Version.



ACTION



DESTRUCTION

Spectrum

£9.99 cassette £12.99 +3 disk

Amiga

Apple

£19.99 disk £19.99 disk



22 Curver Street, Sheffield S1 4FS. Tel: 0742 755429



Play Masters Winner Stays On.

OBLITERATOR MAP

In addition to the map, worked out by Brian Webber and drawn by Nick Grant, we have for you these playing hints from Mark Errington. Thanks guys.

- 1) Leave Component 1 (Drive) until last since once you have all five components your score starts to drop in 40 per cent chunks and when it reaches zero the ship blows up. Before picking up Component 1 make sure you have at least 6,000 points or else you won't make it to the shuttle. I had 5,500 and ended up with a final score of nine (Big eh?) which was cutting it a little fine.
- 2) When there are aliens above or below, but on the same screen, shoot them through the floor.
- 3) If you know there is an alien on the next screen (when you're moving sideways) shoot while your character is stuck on the end of the screen i.e. just before the screen scrolls across.
- 4) When your path is apparently blocked by a pillar, use the bazooka to destroy it again on the way back.
- 5) Using defend while running causes the character to roll. This is very useful to get past tricky aliens and hidden guns.

You saw the champ last month. Looked pretty hot, didn't you think? Or maybe you didn't. Neither did Eugene, and look where that got him: trashed good and proper at Sidewinder.

What I'm getting at is this: it's Winner Stays On till time. This is where our champ gets to prove himself against the toughest opposition we can rustle up, and you maybe, just maybe, get to whup his chances for an ST away from right under his eyes. In fact, we're beginning to size up the list of possible challengers even as I write this, but no worries: even if you're too late for part two, still send in your most impressive high scores because it doesn't stop here. We'll be running challenges throughout the year. What are you waiting for? The chance for fame and glory and 16-bit ship starts here. Don't delay, post today!

Name.....

Address.....

Phone.....

Age.....

Game	System	Score
.....
.....
.....
.....
.....

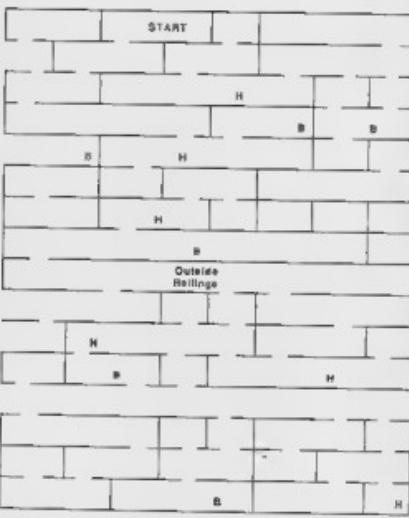
- 6) Never pass a shield generator without saving the game.
- 7) It is best not to save the game when you collect any of the component's since if you can't make it back to a shield generator (because you got hammered on the way to the component) you may have ruined your save game and have to start all over again.

- 8) One possible order for completing the game is:
 - a) Collect the rifle
 - b) Collect the bazooka
 - c) Collect the shield component
 - d) Collect the weapon component
 - e) Collect the blaster
 - f) Collect the datapack
 - g) Collect the shuttle component
 - h) Collect the drive component
 - i) Collect the shuttle component

JOE BLADE MAP

Joe Blade was one of the big hits of '87, and re-entered the charts in quite a big way this year with its release on 16 bit. As Joe Blade, rock star and SAS-type, you have to infiltrate the enemy's base and rescue kidnapped world leaders. On this map, H shows the initial positions of the hostages, all six of which have to be found, and B shows where the bombs to be primed are. Exit when you've done all that.

EXIT WHEN ALL 6 BOMBS & HOSTAGES HAVE BEEN FOUND



B = Bomb
H = Hostage

WE ARE THE CHAMPIONS

ALL THESE CHART TOPPING HITS



IN A SINGLE GIANT PACK

ONLY

EACH

ocean

OUT NOW!

RENEGADE

At last, a brand new world of the original Renegade! The game has been updated to bring you more action and more fun than ever before.

Renegade is a 2D action adventure game where you must rescue your friend from the clutches of the evil King of the Jungle.

Play as Renegade, the ultimate warrior.

PLAYERS: 1-2

CONTROLLER: JOYSTICK

SYSTEM: MS-DOS

DISK: 3.5"

DISK: 5.25"

CD-ROM: 700 MB

CD-ROM: 1.2 GB

Play Masters

OBLITERATE

WEAPONS

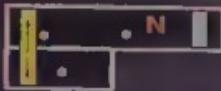


SAVE GAME

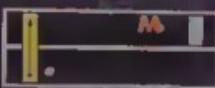
BLASTER



ENGINES



DATAPACK

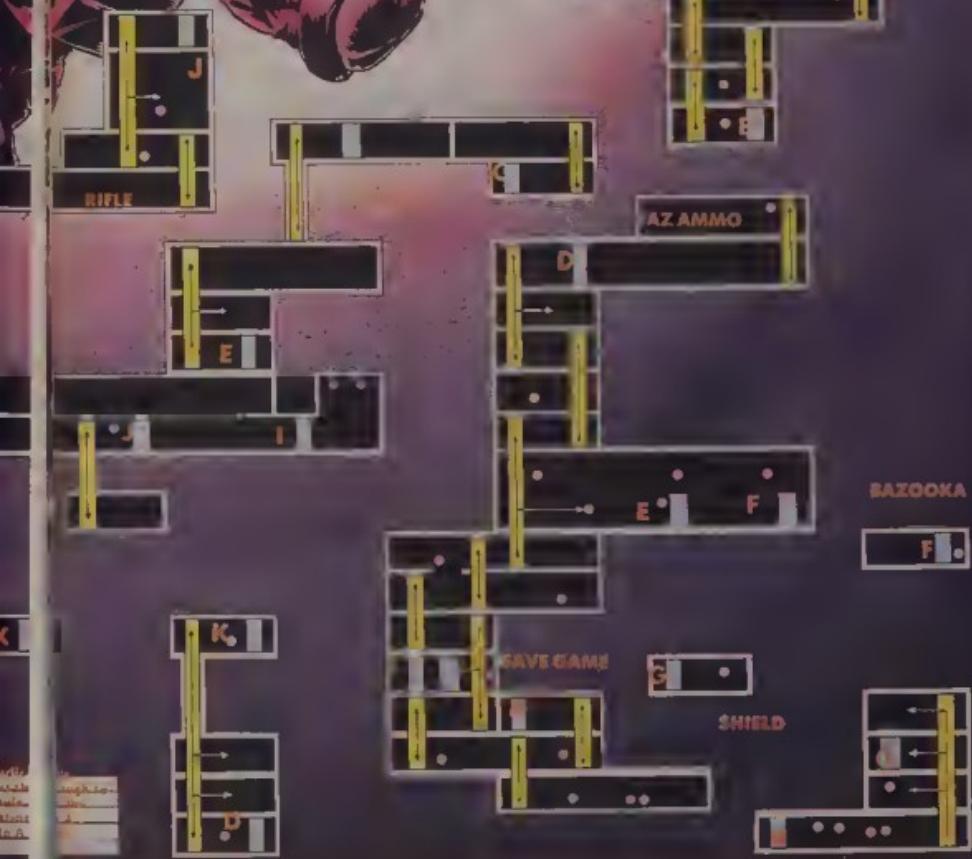


K

In OBLITERATE, you play Draxx, a lone human forced to infiltrate a vast alien space craft, collect five vital shuttle components: Data pack, Engines, Shield, etc., and escape. There are various guns and ammo to

use, and defend this planet. You must defend during the blaster which can take out oil bottle aliens, though it is not blessed with a wealth of ammo. The trick is to use the right gun at the right time, collecting the

TERATOR



REMEMBER: At the beginning try to use the roughie you find at the end. You will need to get a high score to make it back to the shuttle. And remember that if you run out of ammo, then you can roll everywhere.

which prevents the nasties from giving you. This is a very handy way of avoiding monsters you don't have the firepower to wipe out.



PSYCHO PI

*"I know which one I'd
rather play with."
"Yes, but have you seen
the reviews for
"Psycho P.I.s (1983)?"*



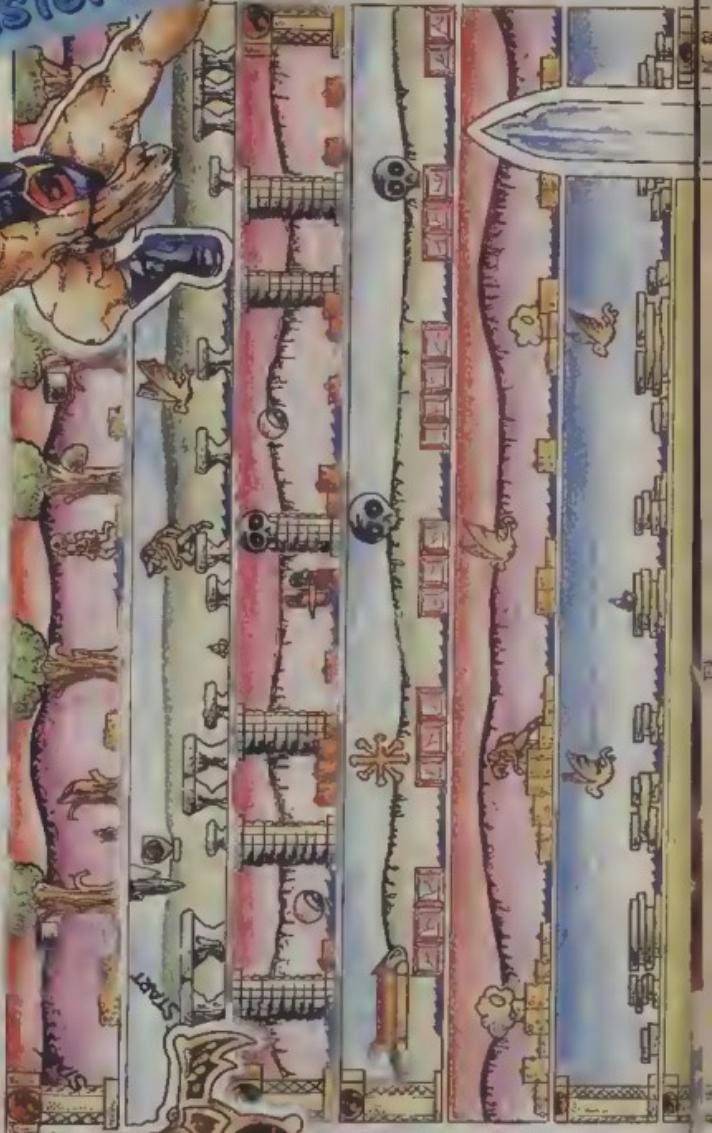
PIGS UXB



Play Masters



Finders Keepers



1

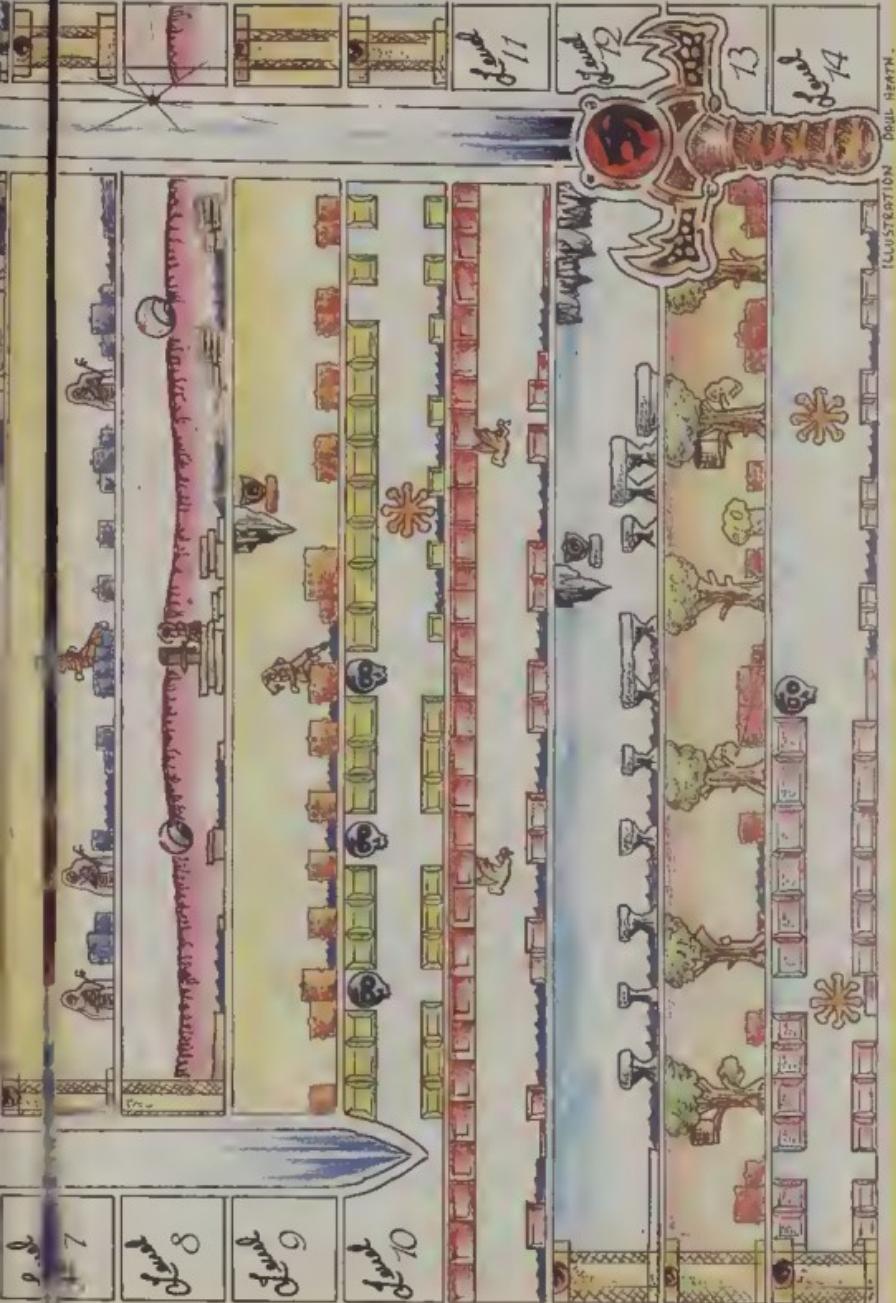
2

3

4

5

6



With Elite's Thundercats having caused a stir and earlier versions. You play Thundercat on 16-bit just recently, it seemed high time leader Lion-O slashing and hacking his way for a map of the game, though in fact there isn't a great deal of difference between this

and earlier versions. You play Thundercat leader Lion-O slashing and hacking his way through hordes of evil minions to recover the stolen Eye of Thundera.

DRILL - HEATH -
ILLUSTRATION
Extra lives and firepower lurk on pillars or old trees, pits must be leap and bad guys smited. All in day's work really.

Dynamite Software, Unit 27, 16 Tresham Road, Orton Southgate, Peterborough PE2 0SG
Tel: (0733) 230119

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Amigas	12.00	Phantom Club	2.99

Postage and Packing Free!

Please note cheques will have to be cleared before goods are sent. Cash or postal order items 48 hours despatch. Please state your name, address, make and model computer and your order in block capitals to avoid confusion. Please add £1.00 per game overseas.

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For further details call Lora Clark on:—

01-251 6222



COMPUTER +video GAMES

Next
Month

STARGLIDER II

Star Glider can justifiably claim to be the first 16-bit arcade game, though most people will remember it as the Get Mucky game – before Xenon ousted it this Summer. The big news now is that Telecomsoft's star programmer – Jez San – has just crafted the sequel

We have the review, a profile of the man, a compo, and – best news of all – there will be 8-bit versions as well. The full story is in C+VG next month. On sale August 16. Still only £1.10 and now Britain's best selling computer magazine by an even greater margin.

Kristal Teor

The Kristal is the biggest, most amazing 16-bit project ever according to C+VG sleuth reporter Tony Takoushi. For those of you who think TT has cried wolf once too often just remember he was also the first to rave about the PC Engine, Dungeonnmaster and a host of others.

▼ Shiny metal effects in the graphics.

It is time to fasten your seat belt and take a firm grip of your seat!

I feel very privileged to have been and now to be the first to tell you about THE BIGGEST, MOST PRESTIGIOUS 16-BIT GAMES PROJECT EVER TO BE UNDER TAKEN IN THE WORLD.

It is called THE KRISTAL, and it comes from Addictive Games, a subsidiary of Priem Leisure.

▲ Could Cinemaware have a UK rival?

This is a preview of the game to be launched in late October, it will come on Atari ST and Amiga formats and because of its MINDBLOWING size it will come on three disks.

The Kristal does not fit into any one category of description, the best I can offer you is that it is a computer film. The nearest comparison is to the software produced by Cinemaware but even this pales into insignificance by contrast. The Kristal is in a class of its own!

Brainchild of Mike



▼ A true feeling of depth is created in the graphics.



A graphics league



A Green screen shows the Kristal universe

Sutin and Rodney Wyatt, Mike Sutin was stage manager on Hair and Jesus Christ Superstar back in the 60's and Rodney Wyatt was also involved in theatre production work. Sutin set up Fissionship Software to produce the game.

Like its author, The Kristal has a theatrical background. Written back in 1976 as a stage play, a sound track recorded (Elaine Page recorded some of the songs and Patrick Moore did some commentaries) and some of the music has been digitised for use in

the game.

It is basically the story of a good natured pirate called Dancis Frake from the Kreema System who has to go around various galaxies meeting and collecting information, some very interesting characters, and so on. The joy of the locations and what action is!

Before some of you switch off, this is an adventure, This game has arcade, strategy, interaction in real life and real charisma. It's a rarity today, very few games have given me most of people I've lived in them. They are two very committed concept and absolute action in its format.

You buy in an area which has been

not get stuck in tortuous circles of asking the

same question sixty four different ways.

Michael Hough is the art director, with Dave Hardy (a famous illustrator whose credits include Asimov books) and a team of six graphic artists. Alex Mills is the Programming director heading up a team of four coders and a variety of sound people.

The graphics I have seen far surpass anything that has gone before, the backdrops and planet scenery are very lifelike and the characters are superbly and uniquely designed.

NOT! people are out of

ed

planet. Those of you with 1 Meg machines can look forward to extra sonics as the software is designed to make use of machines with the extra RAM.

Mike Sutin describes The Kristal as an Odyssey, it is an unfolding story where you are the main participant and the story can develop anyway you choose, it is designed to take around three months to complete. There will be a choice of playing styles with an easy mode which allows you to zip around the planets getting to know people and places before you take on the quest proper.

The game will cost £29.99 and comes on three disks, with Novella details about the game before you try the full version.

galaxies and systems gorgeously graph-

Competition

EMPIRE STRIKE

A.



B.



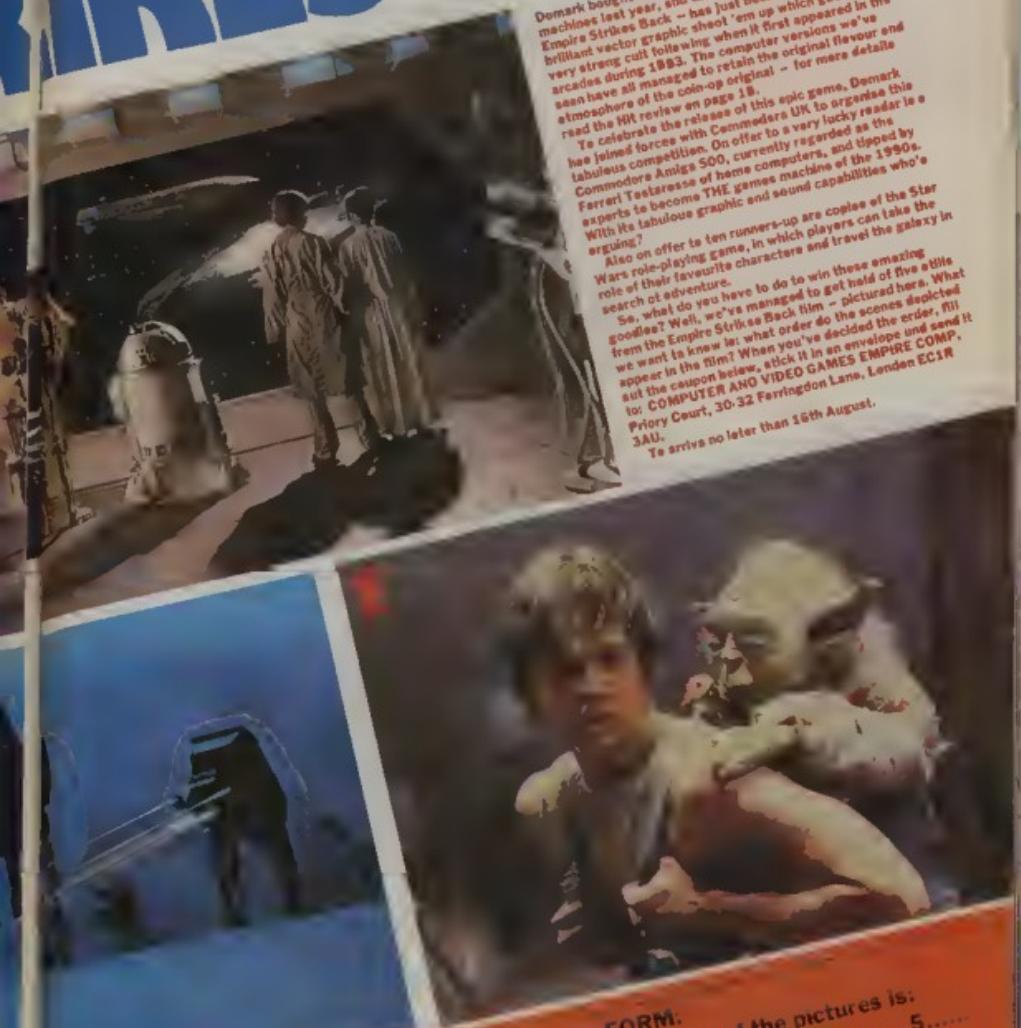
C.



D.



EMPIRE STRIKES BACK



Danmark bought the rights to the three Star Wars arcade machines last year, and the second in the trilogy - *Empire Strikes Back* - has just been finished. It's a very strong vector graphic shoot 'em up which gathered a cult following when it first appeared in arcades during 1983. The computer versions we've seen have all managed to retain the original flavour and atmosphere of the coin-op original - for more details read the ZX review on page 18.

To celebrate the release of this epic game, Denmark has joined forces with Commodore UK to organise this Commodore Amiga 500, currently regarded as the Ferrari Testarossa of home computers, and tipped by experts to become THE games machine of the 1990s. With its fabulous graphic and sound capabilities who's arguing?

Also on offer is ten runners-up are copies of the Star Wars role-playing game, in which players can take the role of their favourite characters and travel the galaxy in search of adventure.

So, what do you have to do to win these amazing goodies? Well, we've managed to get hold of five stills from the *Empire Strikes Back* film - pictured here. What we want to know is: what order do the scenes depicted appear in the film? When you've decided the order, fill out the coupon below, stick it in an envelope and send it to: COMPUTER AND VIDEO GAMES EMPIRE COMP. 3AU. To arrive no later than 16th August.

3AU.
To arrive no later than 16th August.

FORM.
The order of the pictures is:
1..... 2..... 3..... 4..... 5.....
Name
Address
POSTCODE

ON
C commodore

WILD R

It's no joke trying to keep your candy floss down when your stomach's in your mouth and your knuckles are ice white, but Matt Bielby has been doing his best as he takes in some of the wildest rides around.

It might be better to travel, but it's best to travel FAST! And travel scared! There will be more world class roller coasters and other wild rides across the country this summer than at any time before, as new theme parks open up and old favourites invest the proverbial loadsamoney to pack in the summer punters.

A new leisure and pleasure park called **Waterworld** is being built for £1.2 million just outside Edinburgh, but that's chickenfeed compared to the £4 million sunk into Derbyshire's **American Adventure** for the new season, or the whopping £10 million spent this spring on three new coasters and a 3D cinema at Europe's premier park, **Alton Towers**.

ALTON TOWERS

Alton ST10 4BD, North Staffordshire.
Tel: 0538 702200
Open: Daily 26 March-6 November, 9am-7pm.
Admission: £7.99 adult,
£5.99 under 16, senior citizens £2.99.

Amazingly now the 5th biggest park in the world, and far and away Europe's number one, **Alton Towers** features over 120 attractions including four big newbies for '88. The famous Black Hole has been modified for this year, and is joined by the German built Beast 'coaster (carries 1,600 passengers per hour), a smaller roller coaster called the Alton mouse, and a new 3D cinema. Old favourites like the Corkscrew, Log Flume and Grand Canyon Rapids have returned, along with the resident circus, spectacular gardens and birthday parades for



▲ Riding the rapids at Alton Towers



▲ American Adventure
The gates to the West

the park.

Set on a 500 acre estate in North Staffordshire, the former home of the Earl of Shrewsbury now holds Festival Park, Aquazland, FantaSea World and other themed areas, served by restaurants, shops and so on. In addition, there is also the "Around the World in 80 days" fantasy ride, live entertainment from dance to a massive model railway, and car and toy museums.

C + VG rating: Short of going to Disneyland, the best day out around. Try and go outside of school holidays or at least during the week though, because at the height of the season it can be a nightmare.

CHESSINGTON WORLD OF ADVENTURES

Leatherhead Road, Chessington KT9 2NE
Tel: 081 272 2227
Open: Daily 26 March-30 October, 10am-5pm.
Admission: £8.25, under 14 and Senior citizens £5.25
Once a zoo, Chessington still has bonobos, gorillas and the rest alongside the rides, which range

CAMELOT THEME PARK

Chorley, Preston PR7 5LP
Tel: 0257 453044
Open daily 26 May-end September, beginning of October if weather good.
Easter, Bank Holidays and weekend during rest of year 10am-5pm.
Admission: £4.95; family ticket (two adults, two children) £15.95.

Aimed specifically at three to fourteen year olds, Camelot is twice as big as last year, with a Beast roller coaster and Falcon's Flight balloon journey added to the attractions. A log flume, water slides, a dragon moray and a whole feast of live entertainment from jesters to jousting tournaments add to the fun. Many of the big rides have a smaller



▲ Victorian mainstreet at Granada Studios

from a relatively tame roller coaster to a good water ride and the standard pirate ship and magic carpet rides.

Amongst the best rides we found were the pirate ship and magic carpet, both of which are super-scary, yet don't seem to generate the same queasies as the roller coasters or Dragon River log flume. You can get four or five goes on them in the same time as you'd be standing in line for the others.

C + VG rating: Nicely laid out, and just the right size for a day out. Highlights of our trip was the feeding of the polar bears, seen through an underwater glass wall, though if you object to animals in captivity you may not be too impressed.



RIDES!

version alongside, so even the really young can join in.

C + VG rating: Despite the rather strained Arthurian theme - you can buy sweets "Guinevere's goodies" and T shirts at "Camelot's Gourmet" - an excellent park with great live entertainment, and great for youngsters.

PLEASUREWOOD HILLS AMERICAN THEME PARK

Corton Road,
Lowestoft NR32 5DZ
Open: 30 April 21 May
weekends only, 21 May-11
September plus 17, 18, 24,
25 Sept; 10am-4pm
Admission: £5.00, senior
citizens £2.90.

Two new rides are the Zierer
Waveswinger (see picture) and a
new Haunted Magic Castle
feature to join roller coaster,
pirate ship and Sealion show
among others. A new

▼ Have a berry at the Raver's Return



▼ The Waveswinger at Pleasurewood Hills.

computerised system should make parking and ticket buying easier this year.

C + VG rating: Few really massive spectacular rides, but a lot of good fairground-style stuff and a very good atmosphere make Pleasurewood Hills a winner.

AMERICAN ADVENTURE

Ikeaton,
Derbyshire DE7 5FX
Tel: 0773 769931
Open: 29 May-25 September



▲ Alton's Corkscrew: wildest of all



▲ Popular Pirate Ship ride at American Adventure

daily, 10am-6pm.

Admission: £4.95.

The Great Niagara Rapids white water ride, hopefully open by the end of May, will be the biggest of its kind in the UK. Other Wild West style rides include the Cherokee Falls Log Flume, the Tennessee Tentacles Octopus ride, and a couple of western coasters. Lots of staged horse stunts and about oats too, and a new section of the park based on a Canadian Rockies fort.

American Adventure was the first UK park to be totally based around a single theme, a practice followed by sister park Camelot, but precious few others. The Balloon race ride is one big newie for '88, and the log flume boasts Europe's highest double drop. There are also 40,000 sq. ft. of indoors areas for rainy days, and quiet rides for the old folks.

C + VG rating: Some great rides, live entertainment and a strong Western theme make this one of the best theme parks in the country.



▲ Woody welcomes winners to Pleasurewood Hills!

Fancy a great day out this summer? C + VG hasten sets of family tickets to Pleasurewood Hills American Theme park up for grabs. Each set gets you and your folks - or a bunch of three mates if you can't stand the family - into the park and onto the Waveswinger ride, the Haunted Magic Castle and other great attractions. The tickets can be used any day this season, which ends on September 18th, and should make for a truly memorable day out.

All we want you to do is send your ideas for a great new ride at Pleasurewood Hills to the address below - let your imagination run riot - and we'll pick the best ten entries that arrive before August 7th.

Remember, it's your ideas that count, not your drawing skill!

PLEASUREWOOD HILLS COMPETITION

Name _____

Age _____

As always, the judges' decision is final, and all entries become the property of the theme park.

BLACKPOOL PLEASURE BEACH

525 Promenade,
Blackpool
Tel: 0253 41033
Open: 31 March-6
November daily;
11am-dusk.
Admission Free (Pay per
ride).

The £2.5 million Avalanche
boomerang ride is the first of its
kind in the UK, and joins the Big
Dipper, Log Flume, Tokaido
Express and many other
spectacular rides.

C + VG rating: Some of the
best rides in the country all in a
very small area, but could work
out expensive if you want to go on
them all.



▲ Most parks have a cablecar or monorail to see the sights



▲ Alton Towers pirate ship



▲ Model House of Commons at Granada.

THORPE PARK

Staines Road,
Chertsey KT16 8PN
Tel: 0932 562633
Open: March-September
(opening hours vary –
phone for details)
Admission: £6.50, senior
citizens £3.50, disabled
£2.50.

The wilder attractions such as the
Thunder River rapids ride and the
Space Station Zero roller coaster
are offset by more gentle things
like the Magician ride.

C + VG rating: Not too many
really thrilling rides and a high
entrance price mark this as not
the best value of parks, but it's by
far the most convenient for
central London.



▲ Merlin, your host at Camelot.

GRANADA STUDIOS TOUR

Opening in July inside the walls of
Granada Television in the middle
of Manchester is the Granada
Studio Tour, the nearest thing to
the famous American Universal
Studio Tour we've got. Three
and a half acres of land have been
set aside to provide a behind-the-scenes
glimpse of the world of
TV, including reconstructions of
the House of Commons,
downtown New York, Downing
Street, Sherlock Holmes'
Edwardian Baker Street, Check
Point Charlie, an untrained Jungle
and, of course, Coronation Street.

There will be a room featuring a
giant piano and fireplace you can
walk into, as well as a TV trivia
interactive video competition,
where the year's best score earns

a trip to LA! And you will be
able to watch highlights from 30
years of shows, and learn how
they were made, as well as drink
inside the Rover's Return.

Planned to open on July 20th, it
will be open all year round at
£5.50 adults, £3.50 for under
twelves. Phone (061) 833-0880 for
further information.

OTHERS:

The above are just a tiny
selection. There is also
Frontierland at Morecambe,
Flamingoland in North
Yorkshire, Lightwater Valley
near Ripon and many others.
Nearly all welcome disabled
visitors, will be open all Summer
and are fun places to be. Go to
your local tourist info place and
they'll give you a list of them all,
and more details of any in your
area.

AURORAVISION



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ARCADE

This month's been a big one, lots of new games have been launched into the arcades. *Forgotten Worlds* and *Cyber Tank* are the two biggest games around at the moment, but Clara Edgeley also casts her eyes over the best of the rest in our Arcade Round-Up.

FORGOTTEN WORLDS

Forgotten Worlds is a hybrid of varying sizes of Zany Coins money games, with extra weapons to collect, money to find and hidden objects to visit to add to your immense store of weaponry.

Names is one game which springs to mind when you look at this little gem. You're not in charge of a spaceship, neither are you scaling through death-laden tunnels, but in other aspects, the games have their similarities. For instance when you are airborne the odds of attacking aliens are just as vicious, and you do have to increase your weapon strength if you've got anywhere in the game. Controls are by eight-way joystick and a revolving wheel which spins your character to face off directions while also operating the trigger to fire guns.

So on with the game. Stalking the streets of around ten feet off the ground, loser of the ready, the first wave of aliens start the attack, shooting onto the screen from the right of both air and ground levels. They're huge green slimy creatures blasting fireballs at you though they're not too hard to dispatch. Left in their wake are blue discs of

which can be bought at the shop tables to repair armour, an alien to yourself your life and an energy recovery box are three dispensable items. Alongside these lie items in powers, bound shorts which make bullets bounce, wolf or balconies which automatically replace your original weapons, others hang around at feet level, adding a tremendous boost to any new weapon you've just picked up.

Once you've bought the best, you're pretty well indestructible, as your bullet stream cut from a sides covering every angle of attack. This is when the game starts getting really interesting.

The pace is ultra fast and you'll need to constantly wonder. *Forgotten Worlds* is no exception.



▲ Every good game has to have its own twists... *Forgotten Worlds* is no exception.



▲ You get to shop in the shop to get the best blaster for your money!

which can be bought at the shop repair tables to repair armour, an alien to yourself your life and an energy recovery box are three dispensable items. Alongside these lie items in powers, bound shorts which make bullets bounce, wolf or balconies which automatically replace your original weapons, others hang around at feet level, adding a tremendous boost to any new weapon you've just picked up. Once you've bought the best, you're pretty well indestructible, as your bullet stream cut from a sides covering every angle of attack. This is when the game starts getting really interesting.

And now that you've got the most powerful weapons Zany teams can buy, you're ready (or should be) to face the dragon. This bad boy just goes the dock a highly dangerous area as you fly over the stinking waters. The aliens step up their harassment and you're totally unprepared for the monstrosities which rise out of the seething still waters.

Great, thick, tube-like growths with jaws gaping to pluck you out of the air and draw you back to their lairs.

As you get closer to the dragon, the growths leap at you in synchronised time, one after the other as in some macabre dance sequence. Getting past them unscathed needs quick reflexes and careful aiming.

The tail of the dragon eventually appears, skeletal and very long. And then the body, lying on its back, its stomach

▲ The multi-directional movement is vital to help you beat with game's biggest boss.

The pace is ultra fast and you'll need to constantly wonder. *Forgotten Worlds* is no exception.

The streets soon give way to larger buildings and finally warehouses as your route takes you towards the dock. A shop soon appears. In size large, and it's what can't be missed. You're going to need heavier fire power.

Swoop down to the entrance and you'll find yourself confronting a girl behind the counter. Using your joystick and selector knob, run through the lists of weapons and buy what you think is going to be most useful. Of course, the really powerful stuff is very expensive and you probably won't be able to afford an awful lot at this stage.

Weapons aren't the only things

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ACTION

pulsing like something out of the movie *Aliens*. The only way past this grotesque monster is to shoot in the stomach. A move which dragon doesn't take too well, swooping just above the gunning man, you send a stream of fire downwards, dodging out of the guns of flame thrown at you. Dodging also a steel rod which thrusts words to unmask you one by one, placing out of the way of claws as it reaches out to swipe.

All hairy stuff.

Finally, the dragon puffs and gone. You're now a futuristic space level, abided by lots more optically revolting creatures. Others may have had a whole of time dodging, forgotten

CYBER TANKS

Bounding the counter of the enemy, whilst being attacked by a mass of conventional weapons, is exhilarating stuff, especially when you're in control of the Cyber Tank.

Cyber Tank, from Corland, is mounted in a huge upright cabinet with double screens, day/night. In the manner of *Darius* and *Ninja Warriors*, mounted in front of this two-player game is a two-handed control for the tank and its gunner, next to it are the massive controls for the machine gun for the second player. This is a one-game which grows out non-stop action.

Both players have two central different jobs as the tank charges through the enemy's valley in its own forces. One player controls the tank as it moves through the landscape along a clearly marked route. The other player, the machine gun to clear ahead of the tank.

building works. This quickly changes, the machine gunner will soon be blasting pores streaming out of their holes, while the tank continue shoots round stones and goes down anything dead ahead and to one side of the tank.

Massive bunkers now looms ahead so that the tank has to zig-zag past them. It's a good idea to slow down at this point or you plough straight into one of them. As there's no coverings on the tank, the machine gun continues to bombard the bunker until it blows up.

The action transmits itself physically to the players.

At the end of your mission



payment effects you!

SCORE 1243288

REACH 251
DESTROY

▲ Time to get lucky... and be a World War 2 soldier. Shops must be visited, killer hatches blown off steel pipes, ground cannons to be blasted, coffin with jaws filled with sharp serrated teeth pull into their gaping maws and more in the same vein. At this and I a huge number, around three screens high, must be blown out in the eyes.

Fortunately, to get anywhere near it's face you're going to be in touch of its life - huge hamlike bunches of fives made of steel.

An Egyptian warzone comes at with pharaonic runways around flying at you, skulls float towards you in a deathly gray and creatures with the faces of dogs, which towards you projected by an spinning circle of blue flame.

Forgotten War isn't quite finished and the game I played is a very much unfinished version. However, if this is anything to go by the completed game is a must for anyone who likes a fast kick-ass-em-up.

The tank rolls into the screen as *Pole Position*, with the attacks coming from dead ahead and from both sides. The machine gunner must have his wits about him and take careful aim through his sights to hit all the moving targets.

The aim of the game is to race through each section of hostile territory to reach the safety of a controlled zone. Bullet stocks are replenished before the next run starts. The game is fairly slow to start with, just an empty road unwinding into the distance with only the odd lamp post and

which adds a certain realism to the game. If your hands are on the controls when the tank goes up in a jolting explosion, the joystick shakes and judders, sending vibrations running through the player's arms. The same goes for the machine gunner as the weapon shudders rapidly with each outpouring of bullets. When the action really heats up you feel as if you're on the end of a jackhammer.

Homing missiles soon scream in from the sides of the screen and are very difficult to dodge, especially when two or three

drive in quick succession. To make matters worse, the road becomes clogged with collapsed buildings and is pitted with mines with red lights glinting in the falling light. As soon as you see the lights of the mines, blast them before the tank rolls over them. Miss one and you're a goner.

Cyber Tank is an unusual game with shades of *Operation Wolf*. A tremendous shoot 'em up which requires more skill than just raking the ground ahead with bullets. It should be going into the arcades around now, and is well worth having a blast.

ARCADE ACTION

ARCADE ROUND-UP!

As we were invited to preview all the new games for the summer, and as there were a number of new releases around, there were very few surprises.

Hercules — a brief run down of some of the latest coin-ops to be hitting the local arcades in the near future.

P.A.T. is a sit-down shoot 'em up where you and your partner control two bombs. Your mission is to blow up ground cannons and enemies while at the same time trying to eat enemy choppers and collect all the skills. Needs some reflexes, the graphics are OK and it's well worth playing.

Sky Soldiers is very much like *Flying Shark* — vertical scrolling blast 'em while whizzing over sunken military. The usual bombs, planes and missiles are hurried at you and the only way to keep alive is to collect all the pick-ups and so increase your weapon power.

In **Last Duel** — another horizontal scrolling shoot 'em — the game starts off pretty slowly with you controlling a sort of aircraft while running gauntlet through enemy lines.

Last Duel — rather bland vertically scrolling a

Basicly it's a case of blasting everything that moves or swirls. At certain stages in the game, you leave your craft to take control of a car and this is when the jump button comes in handy to leap over barricades and objects. *Last Duel* impresses me enormously on first sight, though it apparently gets more exciting at later levels.

Kukki Cubicle — What an awful name for what looks like an awful game. This is a cutie little game, very much in the Japanese-style *Wario* with cute graphics and not an awful lot else from what I could gather.

Vindicators is a one or two player game which you'll either hate immediately or love. I quite liked it. It's a vertical shoot 'em up played in short sections, where you have to control a small vehicle, bomb all the baddies,

▼ *The rather bland Altered Beast*

brochure says. Vindicators. The graphics are large and very cleanly drawn. So's the game.

The Main Event is a wrestle game between several men of muscular physique. You're opponent to the ground and he does likewise in a hall cells, whatever for the cut-off is in each match. The graphics are we drawn and the speech synthesis excellent, though to be honest wrestling isn't my game. I do however play on it, watching it on the box.

Mar Koof from Sega is a shooting game played from an overhead viewpoint. The game itself has pit stops, practice laps to earn yourself a decent grip position and the normal bumping race against a number of other drivers. For play doesn't run in a line on this circuit and if you can nudge them off the track and into the barrier



Welcome to The Main Event.

off his stroke. The current maps dragging you into shallow waters to jam you against a bank and you have to paddle furiously to turn yourself round and back into the main stream. Two buttons must be punched rapidly and these control your left and right hands. Push only one button and you'll turn in a circle. A weird game but fun for a little light relief.

The games playing public may be bored to death with racing games but the arcade manufacturers obviously aren't as the launch of *Checkered Flag* proves.

The game does have some original points in its favour but it's nothing that will make you dash out to the arcades in a rush to spend your pennies.

The game reminds of a combination of *APB* and *Super Sprint*. The game is very much like most racing games with an aerial perspective but it does have some elements, like bushing into almost everything on the course without blowing up. Having said that your car does sustain damage during the race and you will have enter the pit to repair the car.

So *Checkered Flag* is nothing remarkably new — if you want a real driving experience try *Continental Circus* or *Out Run*.



pick up key and then, like the hour before the time for supplies and the whole kaboodle goes up in flames. Extra weapons can be bought en route, and once you've got the hang of the rather clumsy controls, it's quite good fun.

Clumsy is the name when you first set eyes on *Altered Beast*. It's not terribly original either. Rescue the girl who is held hostage in each of the five levels and beat the minister of the end of each scenario. I've heard that story line several million times before and the game itself is just as jaded. Collect some balls as you smash through each screen and accumulate enough to turn yourself into a 'super' being. You now have 'devastating power and mobility' so that

is interesting. The game comes in an upright cabinet and also a multi-player version with the screen set into a large table top cabinet so that four players can stand round it.

Toobeez is the whitest game I've seen in months. Apparently the theme of paddling round swimming pools and down rivers while sitting in a tyre is now a popular sport in the States. I'm not sure that I believe that one, 'though I have it on good authority that it's true, hence this mad simulation. The game is a race down a river with gates to pass through for extra points, spiked logs to avoid which'll puncture your tyre, cracs to dodge and beer cans to pick up and fling at your opponent to put

Chan and Chan

Chan and Chan runs on the PC Engine and is more than a little like *Super Mario Bros* from Nintendo in style and play. It has the dubious honour of being the naughtiest arcade game I have ever played with bottoms being shown and a little man peeing against lamp posts (more of this later!)

The basic aim is to travel dozens of screens to find some hidden treasure with your partner. Each part of the game is split into sections with four parts to a section (sounds familiar?). On pressing start you are given the choice of either Chan as your character (the Chan not chosen appears in later stages of the game) and you are then faced with a living room scene (VERY derailed and colourful) with a

Mean Machines

Tony Takoushi has never seen anything like it, neither will you - Chan and Chan's the weirdest and whackiest game and the naughtiest game you are likely to see on a games console. Tony also takes a look at new shoot 'em up, *Alostec*, and a shooting game called *Rescue Mission* as well as delivering his usual collection of tips and high

scares.

boss.
this brute leaps into
the air and
throws boulders
at you. To kill him

you have to get close and
kick him in the teeth, his eyes roll
and legs wobble and he drops to

his death.
This is a really playable game,
great tunes, superb graphics, and
many many stages to work
through. It really has that
addictive urge to it and to
progress you have to get very
skilful as there are mean combos
to overcome.

► GRAPHICS	7
► SOUND	7
► VALUE	7
► PLAYABILITY	8
► OVERALL	8



phone ringing. The Chans walk in, answer the phone, there are speech bubbles [in JAPANESE!!] and then the game starts.

You move against a left to right scrolling backdrop and can collect gold coins by kicking objects along the way [lamps, railings, water hydrants, and mystery paints not marked as in a plain wall]. These cans can be used on later stages where you gamble on a slot machine to gain energy, lives and more cans.

You start with three lives and a life is lost when your energy hits zero.

Energy goes down slowly but you lose large amounts if you collide with the resident nasties. The hazards include birds which

drop lumps of mud, big fat ugly flies, dangling spiders, collapsing ledges, bugs, flying fish, boulders, dogs, beavers and the very lethal fire places which are instant death to the touch. There is also a beautiful purple dragon which, when killed, flies into the air.

There are many hidden extras like jumping on top of a water hydrant and pressing the fire button when you are carried into the top third of the screen and hidden doors in mid-air.

Your partner Chan can be found along the way peeing down lamp posts, going to the toilet in bushes [his face is



Aleste

I have been wringing my hands in despair over the stupid number of mindless scrolling shoot 'em-ups across most formats and when I discovered Aleste on the Sega was a sci-fi, I almost threw it out of the window!

But Aleste is like a breath of fresh air. It gives scrolling shoot 'em-ups a whole new meaning. OK, so it scrolls, and there are aliens to shoot — but the attack patterns are different, the backgrounds are very detailed and tastefully coloured. There are six sectors to cross, and you can start over at the beginning of the sector you died on (hooray).

You start with three lives and earn extra ones at 20,000 and then every 100,000 points. You can arm your ship by shooting a number from one to eight which appears in the scrolling backdrop. If will then float slowly up the screen and you have to dash up and touch it.

Your normal weapons are bullets and a little fat laser which can fire in all eight directions. Number one makes the laser fat, two is a big vertical missile, three is a long vertical laser, four is an orb circling you providing protection, five has three orbs circling you and they can be fired, six is wide bullets, seven is double bullets and wide circular front shield and eight is a long sweeping laser which winds up the screen rolling from left to right (now that's what I call a weapon).

The backdrops are active on the higher levels and you may find shooting up the screen dislodges sections of backdrop which can fall down on you, the tunes are good and there is very little flicker despite there being so many aliens on screen.



Rescue

Owners of Sega's Light Phaser have very few games to use with their peripheral. With only *Gangster Town* and *Shooting Gallery* supplementing the free *Marksman Shooting/Trap*, *Shooting cartridge given away with the gun*.

However, things have taken a turn for the better with the release of *Rescue Mission*, a fun-packed arcade game that requires very fast reactions and accurate shooting.

The scenario is easy enough to understand: allied troops have been badly injured and are currently trapped behind enemy lines. They must be rescued, and you've been assigned the task.

The only mode of transport available to the casualty area is by a handcart, which trundles its way along an old disused railroad. On board are three medical experts who can dress the soldier's wounds to enable them to make their way back to the safety of headquarters.

The cart trundles along the track, which winds its very convoluted way across the multi-directional scrolling landscape. At regular intervals along the track are the wounded troops, who wave white flags. When the cart reaches them, it stops while medical treatment is given, and then continues on its way while the soldier runs off the screen to safety.

While this is happening, enemy soldiers run on screen and attempt to kill the medics on board by blasting them with their machine guns. One shot slows the cart down, two reduces it to a crawl while a third is fatal to all.

Mission

on board. This is where you come in. Using the light phaser, you have to blast all enemy trooops before they have the chance to accomplish their evil deed. The gun fires as quickly as you can pull the trigger, and the bonus is on fast, accurate shooting.

When the cart reaches the end of the track a bonus is awarded for the number of medics left and the amount of soldiers.

There are five different landscapes: jungle, swamp, village, bridge and ammo depot, which offer the player an increasingly difficult challenge.

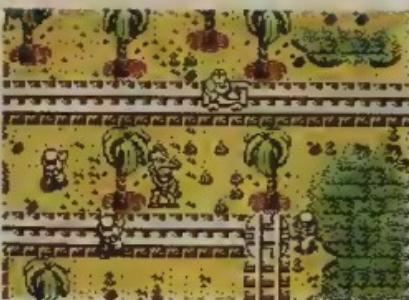
On the first landscape only infantry attack, but on the second level they're joined by deadly air trooops — jet-packed soldiers who fly around the screen at great speed. Occasionally,

Special Force soldiers appear. These highly dangerous commandos are a very fast moving and are capable of destroying the cart with a single hit.

Adding even more hostile are grenades thrown by soldiers, boomerangs, bazooka bombs, balloon bombs which float in from the side of the screen and guided missiles — possibly the hardest to hit of them all.

When a soldier is killed, he leaves behind a special package which is automatically picked up when shot, either a protect, first aid kit or smart bomb. Protectors make the medic immune from a Special Force attack, a first aid kit removes one point of damage and a smart bomb destroys everything on-screen.

When the cart reaches the end of level five, a mega-bonus is awarded for the amount of medics remaining — up to a huge 450,000 points if all three lives are still intact.



I must say that I enjoyed playing *Rescue Mission* very much — it's a fast and furious game which requires a very high level of sustained concentration to blast the myriad of enemy trooops. I felt exhausted after one session! The appeal might wear off after a while — the game does get a bit repetitive — but it's by far the best Light Phaser game around.

► GRAPHICS	7
► SOUND	6
► VALUE	5
► PLAYABILITY	8
► OVERALL	7

Mean Machines

Tips

Fantasy Zone 2 is proving popular (and so it should!), here are some tips from Steve Mellor in Nottingham.

1 There is a red bottle on round two it is on the warp with the big spikes on the floor, keep shooting the bottom of the spike which is below the warphole or the top of the screen.

2 There is a hidden shop on round three and it is on the floor.

3 There is a blue bottle on the floor on the first warp of round six.

4 There is a hidden shop on round six on the warp with the small clouds on, and the shop is in the middle of the screen.

Alex Kidd - Here are a couple of juicy tips from Keith Lynch in Ireland. When you kill Jenkin the Great go up the ladder to the room above but do not get off the ladder Jenkin will be alive again and you can keep doing this getting 10,000 points each time.



On the water sheet with the octopuses, when you kill the first one, sit on his bowl and pull the joystick down, keep repeating this and you will go down his bowl into a bonus sheet where you can obtain lots of money and a free man.

Ninja fans can sleep easy with these little gems from Android X. Scroll 1 located on screen 1, kill Ironclawing Ninja one scroll will appear.

Scroll 2 - Located in screen 4, Shoot at the dog

status on

for left

onside 5 times and the scroll will appear.

Scroll 3 located in screen 6. Scroll is Samurais house. It is located in the corner next to the tree by the wall.

Scroll 4 - Located in screen 8 Go through the entry way to the openfield. Shoot at the last bush towards the back wall and the scroll will appear.

Scroll 5 - Located in screen 9. Crowd up the wall (disappearing holes) stay on the right side.

When you reach the falling rocks shoot at the hole of the far right side. When you reach the falling rocks shoot at the hole of the far right side 46 times this will stop the rocks. Go up past the rockholes and start lighting the main boss. After a few seconds of lighting go to the far right side of the screen on the same walkway as the boss was and the scroll will appear.

After scroll 5, screen 9 will appear with a message from inside the secret scroll. Obey the message for the 10th screen.

On the tenth screen go to the third lamp that is closest to the castle. Get as close as possible, push the control pad to the left and push button 1 three times so you are shooting 3 times to the left. Re-position your man so he faces in another direction and disappear three times. A stair



way will then open up and the screen will change. Below is a maze go to left, right, left and keep running.

News

I have got me mits on the US/ Japan release schedules for Nintendo and Sega carts for the next few months and boy are they hotstuff!

Nintendo - Milton Bradley

are doing Calligra Games

World Games/Marbles

Madness! Mindscape - 720

degrees! Paper Boy!

Roadrunner! Indiana Jones and

the Temple of Doom! Action!

Rumba 3! Empire City! Airwolf!

Capcom Street Fighter! 1943!

Bionic Commando! Black Tiger!

Tengen - Gounflat! Pacman!

Tioto - Operation Wall! Bubble

Bubble! Kanam - Jackal! Track

and Field! IJUM - Nightmare on

Elm Street! Friday 13th!

DataEast - RoboCop! Rampage

Sega - Possessed Wars (3D)!

Shanghai All! Konami Dan!

Gulliver! Thunderblade!

Double Dragon! R-Type!

Calligra Games

There will also be a new lightgun in the shape of a machine gun with a much faster firing rate.

I have also seen the latest Sego carts due for release later in the year, Shenobi, Penguin Land and Aztec Adventure they are VERY toasty ..

High Scores

WRECKING CREW

MACH RIDER	98,100	J. ASHWORTH
ICE CLIMBER	54,100	J. ASHWORTH
DUCKHUNT	69,910	CHRIS NOON
PINBALL	728,100	THE BREAKER
KUNG FU	333,100	MR GARMANT
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If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

I have just received the June issue of C+VG, and tomorrow will be cancelling my order with the newsagent. The magazine has been getting worse for some time and it has now hit an off-time low. The cartoon strip, Shuk + Doode, which I have been becoming concerned about since it was first included has openly included blasphemy for the first time, not to mention the implications up until now of demoniacal associations. This is not, I feel, an appropriate style for a magazine aimed at the younger and more impressionable age group. Your articles have been getting worse and seem to cater for the worst in today's society, rather than, as would be expected in your position of one of the top selling magazines to the younger generation, trying to show wholesome articles to try and improve the society we live in.

I have for some time put up with the fact that you reviewed very little BBC software for the adventure section which I have found very good (however, even that has been going downhill); and to keep up to date with the games world. However, your presentation is atrocious, it is confusing and unclear; in my opinion, you would do well to look at the BBC magazines on the market which have excellent, clear presentation.

I have been a reader of the magazine since Issue 3 and regret having to make

the decision I have come to, but feel it is necessary with the trend you are taking, with film reviews tending to be at the horror or blood & guts type of film and extolling their virtues, 18 certificate films in a magazine directed at those under that age; the cartoon strip for the reason I have stated above; and articles extolling violence and gore such as your Gore Zone article in the June issue about the film special effects.

I must once again say that I feel it is not appropriate for a magazine targeted at the younger age group to include such tasteless articles; and I will be taking my complaint to the relevant bodies, which is the only thing stopping the current issue ending up in the dustbin.

Mark Harvey,
Cornwall.

EDITOR'S REPLY: Well, Mark, as a long-time reader you must be aware that a degree of "blood and guts" has always been a part of the computer games scene, just as they have been of most entertainment aimed at young men. Convincing arguments exist both for and against this sort of fantasy violence - the sort featured in our technical Gore Zone item - but we certainly don't see C+VG as in any way "condoning" real life violence.

Similarly "blasphemy" and "demonic associations" have been

the stock in trade of everything from Milton to the better fairy tales. We find it hard to know what games you've been playing all this time that don't feature some quasi-biblical references or zapping something or other!

• After reading C+VG in March '88, I was most angry when I read Richard Hewison's review of *Minipuff*.

He said: "How many people do you know who commonly head for the golf course on Saturday morning. It's not exactly the kind of activity you associate with your average computer games player." I consider myself "an average computer games player" and every Saturday morning, Wednesday and Tuesday afternoon I play a round of golf.

After reading this review I am seriously considering not ordering your magazine anymore.

Barry Wheeler.

EDITOR'S REPLY: Get annoyed pretty easily, don't you?

• O.K. So what have you done with him? How did you finally manage to shut Mr T's gob? I'm pretty sure you couldn't have found a piece of material big enough to gag him, or did you amputate his writing arm? Whatever happened, I'm glad to see (and hopefully hear) the last of him in your pages.

Andrew Hoyle

EDITOR'S REPLY: I'm afraid you've not seen the last of old Tene. There are a whole bundle of exciting things happening on the Mean Machines front - not least the PC Engine - which he will continue to cover for us in his Infamitable style, as well as writing special items on the best 16-bit games, like this month's "The Krystar".

• I wish to heartily congratulate Tony T. on his wonderful "Mean Machines" section. I have just finished your June issue and was delighted to read about three new games for the Sega. Brilliant! I am now saving up for a pair of 3-D glasses for the acclaimed Space Harrier 3-D.

Unfortunately there is a problem, the whole thing is just not big enough. One month it's full of Sega games, the next it's full of Nintendo games. You could have two pages for the Sega, and two pages for the... erm, other one, and please don't shove in needless ranting about the PC Engine, the section is small enough already without a third party joining in.

David Wyatt
Yeovil, Somerset.

EDITOR'S REPLY: Sorry, David, but if we gave extra pages to each section every time a PBM, or an Adventure or a Mean Machines fan wrote in, the mag would be 300 pages long, cost £2.50 and nobody would buy it.

Out To Lunch

The next time I meet Cloris the Enchantress I will slice her two-faced head to shreds! She's double-dealing, and if I'm Cleo, you see, I'm a real killer. Cleo waited until I was stuck in a giant spider's web, then teleported me to her and hacked me to death. Thanks to Cleo I lost all my experience points.

And that's why Cleo is dead meat... or dead bytes, to be more accurate, for Cleo is no more than a computer created character, a figure of my micro's RAM. Shall one of the hundred other players in Virgin's *Micro MUD*, a simulation of the original online adventure which does away with mods by generating your opponents itself.

But the quest for treasure isn't the real topic of this month's rant; I'm interested in a much more elusive question: the perfect game! A couple of months ago I lamented the crap the industry has dumbed-down over the years. Now it's time to the future. Not that MUD's perfect, but it is one of the few pieces of recent coding that isn't a total waste of everyone's time, from the programmer's to the punter's, and it represents a positive path forward.

Yes, I'm talking about role-playing games. Games where you have to think about what you're doing. Games which call for swift reflexes, even if they don't use a joystick (you're focusing on army orders in real-time). And most importantly, games which let you relate to your character, develop their skills and abilities, live the part.

Long, long ago I remember the joy of a Monday night wos to gather round a blazing log fire - or rather a table in a college seminar room - with Sue and Steve, Cuddler and Mouster, and Michael the Bloody Viking. And there Venetio (the Vixen, the cruellest, kindest crooked-woman ever to wander a dungeon), joined the band of adventurers to take on whatever foul traps our DM had devised for us.

Great days indeed, and ones which only ended with revision and examinations and somehow... somehow when you've all gone your separate ways and are earning a crust in the real world you never get together with friends long enough to run a role-

Daring John Minson confronts the devious Clare, explores caves, finds treasure and muses on the future of role playing games - can your computer ever really give you a true role playing game?



▲ Ultima V - vastly upgraded



▲ Advanced Dungeons will clean up

Two games gunning to clean up in the role playing stakes this year are Ultima V from Origin and Advanced Dungeons and Dragons from US Gold.

Ultima carries a huge cult following of fans who will swear that nothing else comes close to the creations of the mysterious Lord British - whilst US Gold feel that the better known AD + D game will open computer RPGs open to a whole new audience. Other contenders are FTL - soon to launch Dungeonmaster II and Electronic Arts with Bard's Tale III.

playing campaign. The only hope seems to be giving two fingers to geography and logging on for some telephonic lousy.

But can home computers cope with the sophistication of role playing? After all, we're talking about situations which are as open ended as life itself. In a traditional micro adventure game you might have to LIFT STONE then GET KEY, but a role player could tell his game master, "Okay - I'll get the fungus that's growing on the wall and mix it with black powder from my pistol then ignite it and wait for the explosion. Even if the GM hadn't allowed for this ingenious use of the gunpowder, he'd have to consider it - or at least look a few dice rolls to suggest that he was 'TRY SOMETHING ELSE' does not cut the ice."

I've been looking at computer RPG's recently and we're not there yet. Not even near. But what we do have is still pretty damn clever - at least as clever as a pretty display, novice GM! Take Micro MUD, for example. Its roots are still firmly based in traditional adventure gaming, which means you're going to wear out your N, S, E and W keys as you move around, but the

addition of allies, intelligent characters adds a whole new dimension. We've moved a long way since the days of The Hobbit, when Tom used to sit down and sing about gold lot hours on end. The fact that I'm still bussing about Cleo's little trick shows how convincing it all is, when you get into it.

Text games have the advantage of lavish descriptions, and MUD's superb. But Microplayer/Origin's Ultima adventures have taken another route, closer to war-gaming. As you zoom around the countryside you move a squad-like figure across a map. For cases the map's scale changes, and only in dungeons do you get a player's eye view. This imitates the miniatures and floor plans found in many RPG's. Ultima offers limited interaction, which lacks the illusory of human conversation but at least avoids incessant requests to 'Please fly another world'.

Electronic Arts' Bard's Tale series comes somewhere between MUD and Ultima. Instead of a map you get a small window into the world, with scrolling text to one side. The pay-off is this sophistication is that all commands are multiple

charisms, which may go against the grain of open-ended gaming, but let's face it, if you're faced by a dozen orcs, what are you going to do if you don't fight like *Fleet*? Stop to scratch your nose? My major complaint about Bard's Tales is that you control a party of players, which makes character identification more difficult.

All three systems have their virtues as well as their shortcomings. That's hardly surprising considering the scale today's home micros. But what about the future? EA's Mark Lewis recently told me that the company already has a small adventure which uses compact video disk images up and running in the States. Now that really does sound exciting!

The next generation of technology - much of it centred on less disk memory, will allow us to store much more information, including ultra-really high resolution graphics.

Developments in artificial intelligence will also use that CD ROM to produce computer controlled characters who can hold realistic conversations 16 and 32-bit.

multi-tasking will allow the CPU to handle your input at the same time as setting up a dwarf trap.

Where does this lead us? One day you'll come home and drop a silver disc into the player - which doubles lamplaudia and video CDs - and suddenly your TV screen will become a doorway to another world. Perhaps you'll be linked to a central computer by a modem, playing with and against people from all over the country - perhaps the world. Or are they mere figments of the computer's imagination? You just won't be able to tell.

This may be a few years off, but I'm convinced that it will come. And when it does, computer games will truly be interactive entertainment - movies in which you can take part, adventures which you can live.

So you'd better start playing now. Whether you choose Micro MUD, Ultima or The Bard's Tale - or even all three systems - you'll be starting off on a great quest. And you'll need the practice because the thought of coming face to face with a high-res CD DC (Devilous Cleo) unprepared is just too horrible to consider!

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